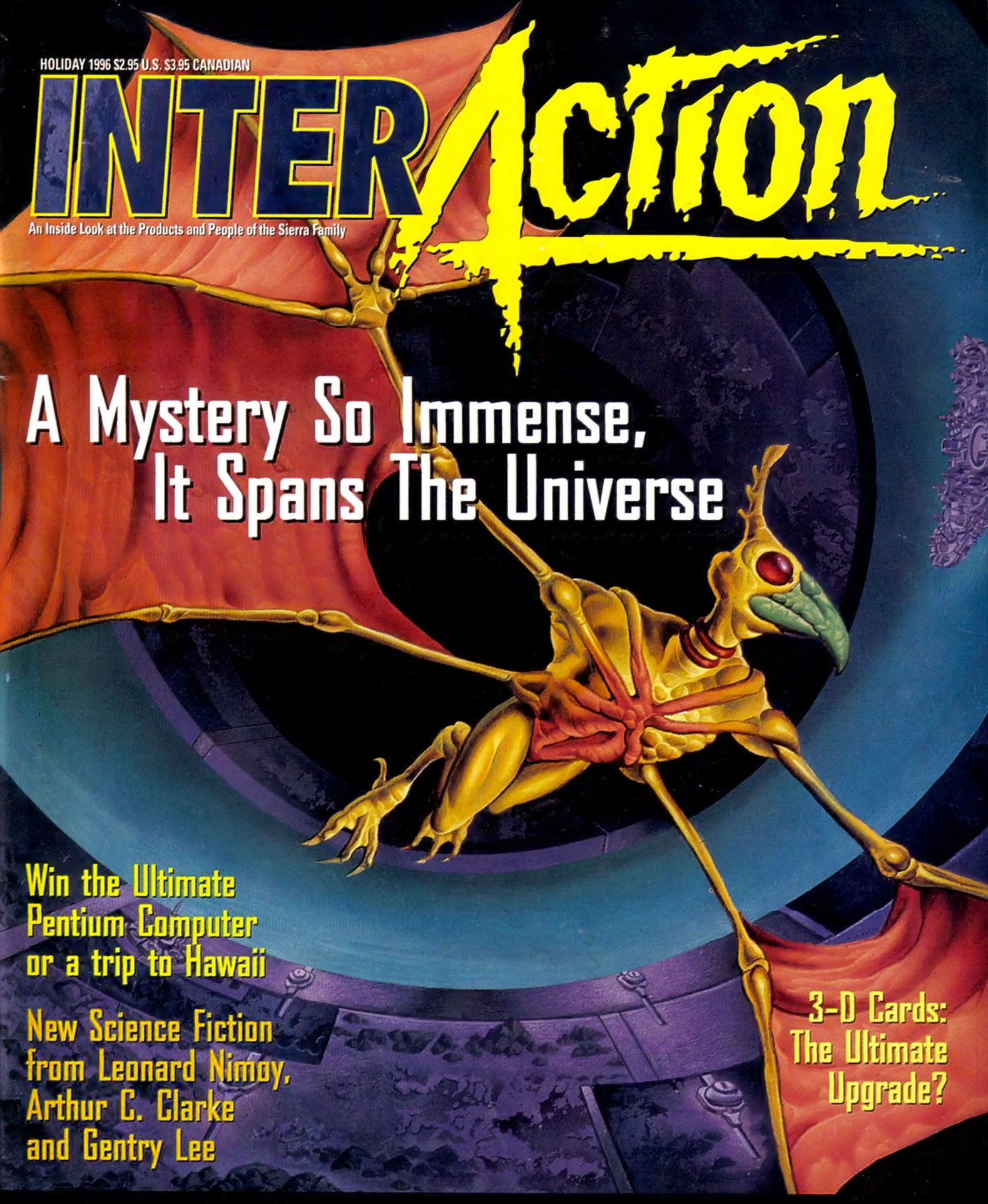
HOLIDAY 1996 $2.95 U.S. $3.95 CANADIAN

INTERAction

An Inside Look at the Products and People of the Sierra Family



A Mystery So Immense, It Spans The Universe

Win the Ultimate Pentium Computer or a trip to Hawaii

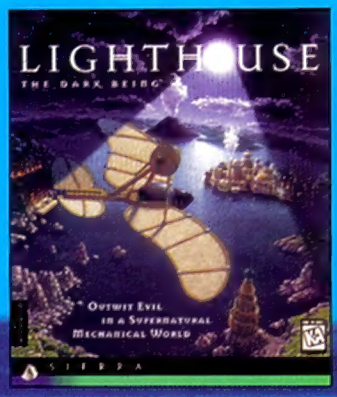
New Science Fiction from Leonard Nimoy, Arthur C. Clarke and Gentry Lee

3-D Cards: The Ultimate Upgrade?

SIERRA®

Explore the Supernatural, Mechanical, Mystical World of LIGH

"...I think Lighthouse is a good game. It's Sierra's big adventure game for Christmas. I just got it and it has great graphics and solid gameplay."
—Big Das on AOL



"It has more crafty, put-it-together puzzles than any other game I've ever seen. Takes a lot of imagination and logic."
—UPS4 on AOL

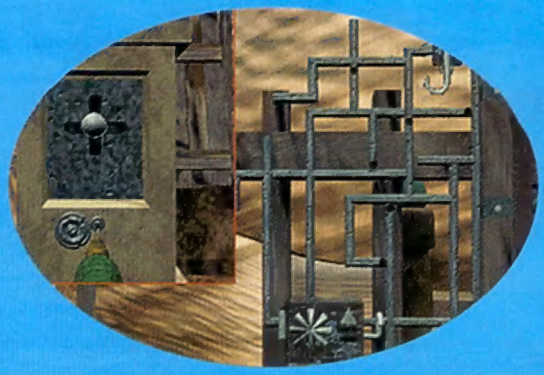
"This game reminds me of *Myst*. However I find it has much more action. I like the fact that this game is running with no effort on my part other than installing it."
—Valkyre35 on AOL

"I love it. My 10-year-old daughter and I were playing it all night and we're addicted. I love the 3-D graphics and characters are very cool!" —JDarkoski on AOL

SIERRA®

THOUSE

Never mind that the first word that comes to mind when you see this is *Myst*...It features enough innovations, especially in that it actually offers enticing game play, to set it ahead of the pack. —*Next Generation*



http://www.sierra.com
See your local software dealer or call 1-800-757-7707

KID TO ADULT K-A AGES 6+

© Sierra On-Line, Inc.® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

Contents

Regular Features

Letters 4
Inside View 6
Top Ten 10
Customer Service 100
Contest Pages 104
Coming Attractions 108

Cover Stories

Rama 17
Front Page Sports: Golf 50

Strategy Games

Blizzard Update 24
Lords of the Realm II 28
Strategy Tips For Civil War General 91
Caesar II Moves to Windows and Mac 94
Missionforce: CyberStorm On-Line-Tournament Update 96

Family

Roberta Williams Anthology 22
The Hoyle Series 36
The Time Warp of Dr. Brain 38
Power Chess 41
Sierra Home Products as Christmas Gifts 54

Fantasy Role-Playing

Birthright. 33
Betrayal In Antara. 106

Simulations

NASCAR Racing 2 81
IndyCar Racing II 86

Front Page Sports

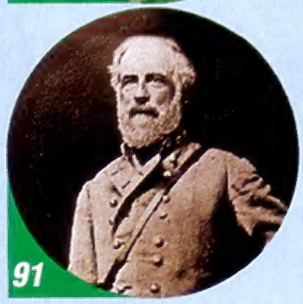
Interview with Barry Sanders 44
Front Page Sports: Trophy Bass 2 48

Action Games

Hunter Hunted 63
CyberGladiators 66

Adventure Games

Phantasmagoria 2. 13
Leisure Suit Larry 7: Love for Sail 120



InterAction MAGAZINE

Publisher: Ken Williams
Executive Editor: John Williams
Managing Editor: Pam Sather
Issue Editor: John Sauer
Assistant Editor: David Senan
Art Directors: Matt Hulbert & Tim Fruehe
Assistant Art Director: Paul Thackray
Proofreader: Kris Fulsaas

Contributors This Issue:
Beth Demetrescu, Jeff Gilbert, Nancy King, Anne Marcus, Stephen Negron, William Trotter, Cindy Vanous, Thomas Wharton, Chris Williams, John Williams & "The Man"

Design and Production:
Scott Catlin, Matt Hulbert, Tim Fruehe, Dennis Connors, David Day, Cameras in Action Stock Photography, Inc.

Advertising Sales
Advertising Sales Director: Blake Park
Sales Info: 206-649-9800, ext. 5216

® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. © 1996 Sierra On-Line, Inc. All rights reserved. Hoyle is used under license from Brown & Bigelow, Inc. SPACE QUEST is a registered trademark of The Children's Museum of Indianapolis, Inc., and is used by license. IndyCar and helmet logo are registered trademarks of the Indianapolis Speedway Corporation, under exclusive license to Championship Auto Racing Teams, Inc. NASCAR Racing is officially licensed by NASCAR ®. BIRTHRIGHT and the TSR Logo are trademarks of TSR, Inc. The BIRTHRIGHT fantasy world and artwork are © TSR, Inc. All rights reserved. Produced by Sierra On-Line Inc. under license from TSR, Inc. Berlitz is a registered trademark and is used by license. All product and price information, product availability or existence, and policies subject to change without notice. Products available while supplies last. We reserve the right to limit quantities. Not responsible for typographical errors. So don't sue us, OK?

BPA International Membership Applied For August 1996.

Cover Photo: © David Madison 1996

TAKE ANY 2 CD-ROMs for $9.95 ea.

WIN95 TITLES NOW AVAILABLE!

PLUS 1 MORE AT GREAT SAVINGS! (See details below.)

Zork Nemesis
Adventure 5065602
DOS 486/66 or MAC 68040, 8mb, M

Nickelodeon: Director's Lab
Children's Ed. 5081005
WIN3.1 486, 8mb, M

Mechwarrior 2
Arcade Style 5043609
DOS 486 or MAC 68040, 8mb, M, J

Zone Raiders
Arcade Style 5058904
DOS 486/50, 8mb, J, K

WIN95 **Pitfall: The Mayan Adventure** Arcade Style 5076005
WIN '95 486/33, 8mb, M

Hexen Arcade Style 5056403
WIN3.1 486/33 or MAC 68040, 8mb, M, J

Corel Gallery Clip Art Library 5010301
WIN3.1 386, 4mb or MAC LCII, 2mb, M, K, P

1001 Really Cool Web Sites Internet Guide 5053004
WIN3.1 386 or MAC Class, 4mb, M, K

WIN95 **Silent Thunder: A-10 Tank Killer 2** Flight Sim. 5080908
WIN '95 486/66, 8mb, M, J

Berlitz Live Spanish Language Tutor 5043401
WIN3.1 386, 4mb, M or MAC Classic, 4 mb

Nick Jr. Play Math Children's Ed. 5072707
WIN3.1 486/33 or MAC 68030, 8mb, M, K

King's Quest VII: The Princeless Bride Adventure 5024401
WIN3.1 386/33 or MAC LCIII, 4mb, M

NEW **Front Page Sports Football '96** Sports 5068804
DOS 486, 8mb, M, J

Spycraft: The Great Game
Adventure 5063201
DOS 486/66 or MAC 68030, 8mb, M

NEW **Star Trek Deep Space Nine: Harbinger**
Adventure 5072608
DOS 486/66, 8mb, M

The Ultimate Doom: Thy Flesh Consumed
Arcade Style 5044409
DOS 386/33, 4mb, M

NEW **Connections**
Adventure 5071501
WIN3.1 486/33 or MAC 68040, 8mb, M

Gabriel Knight: The Beast Within Adventure 5060405
WIN3.1 486/33 or MAC 68040, 8mb, M

NEW **Duke Nukem 3-D**
Arcade Style 5077607
DOS 486, 8mb, M

Are You Afraid Of The Dark?
Children's Ed. 5072905
DOS 386/33 or MAC LC, 4mb, M

Police Quest: SWAT
Adventure 5062500
WIN3.1 486/33, 8mb, M

Caesar II
Strategy Game 5068606
DOS 486, 8mb, M

Mission Critical
Adventure 5062807
DOS 486/33, 4mb, M

JAVA Programmer's Library Computer Tutor. 5073200
WIN3.1 386, 4mb, M

Jumpstart Kindergarten Children's Ed. 5027701
DOS/WIN3.1 386, 1mb or MAC LCIII, 4mb, M
For ages 4–6

WIN95 **Success With Windows '95** Computer Tutor. 5081302
WIN '95 486, 8mb, M

Doom II Arcade Style 5021506
DOS 386/33, 4mb or MAC LCII, 8mb, M, J, K

WIN95 **Tritryst**
Strategy Game 5075106
WIN '95 486/33, 8mb, M

Shivers
Adventure 5058102
WIN3.1 486/33, 8mb, M

NEW **TerraNova: Strike Force Centauri**
Arcade Style 5066600
DOS Pentium, 8mb, M

The 7th Guest
Interact. Game 5004700
DOS 386 or MAC LCIII, 4mb, M

Screamer
Arcade Style 5058805
DOS 486/66, 8mb, J, K

NEW **Virusnet**
Utilities 5080106
WIN3.1 386, 2mb, M

Aces Collector's Edition
Flight Sim. 5037908
WIN3.1 486, 4mb, M, J, K

The Lost Mind Of Dr. Brain Children's Ed. 5037502
WIN3.1 486 or MAC LCIII, 4mb, M

Just Me & My Dad Children's Ed. 5067400
WIN3.1 486, 4mb or MAC LCIII, 8mb, M

Mavis Beacon Teaches Typing 4.0 Typing Tutor 5052402
WIN3.1 386/33, 8mb, M, K

NEW **William's Arcade Classics** Arcade Style 5072400
DOS/WIN3.1 486/33, 4mb, M, J

Phantasmagoria Interact. Game 5004502
DOS/WIN3.1 486/66 or MAC LCIII, 8mb, M

NEW **The Unexplained** Historical 5079801
WIN3.1 486/50, 8mb, M

Dinotopia Adventure 5063003
DOS 486/66, 8mb, M

Command & Conquer
Strategy Game 5050208
DOS 486/66, 8mb, M

NEW **The 11th Hour**
Interact. Game 5054309
DOS 486/66, 8mb, M

NEW **Urban Runner**
Adventure 5082300
WIN3.1 486/66, 8mb, M

NEW **First Aid 95 Deluxe**
Utilities 5066402
WIN3.1 386, 4mb, M

WIN95 **Cyberstorm**
Strategy Game 5079900
WIN '95 486/66, 8mb, M

WIN95 **Earthworm Jim** Arcade Style 5075304
WIN '95 486/33, 8mb, M

Mastercook Deluxe Home/Personal 5052709
WIN3.1 386/25, or MAC II, 4mb, M, K

NEW **Learn Netscape Navigator Quick & Easy** Computer Tutor. 5082508
WIN3.1 486/33, 8mb, M

Mixed Up Mother Goose Deluxe Children's Ed. 5042304
WIN3.1 386, 8mb, M or MAC LCIII, 8mb, M

Dr. Ruth's Encyclopedia Of Sex Home/Personal 5027602
WIN3.1 486, 4mb, M

Flight Unlimited Flight Sim. 5070800
DOS 486/66 or MAC PMAC/66, 8mb, M, J, K

WIN95 **Command Aces Of The Deep** Strategy Game 5080809
WIN '95 486/33, 8mb, M

Angel Devoid Adventure 5065404
DOS 486/66 or MAC LCII, 8mb, M

Fantasy General Role Playing 5067301
DOS 386/40, 8mb, M

Resume Maker Deluxe CD Home/Personal 5050703
WIN3.1 386/33, 8mb, M, P, K

Jumpstart First Grade Children's Ed. 5045901
WIN3.1 486 or MAC LCIII, 4 mb, M

NEW **Heretic** Arcade Style 5066709
DOS 486, 4mb, M, J

Nascar Racing
Driving Sim. 5001300
DOS 386/40, 8mb, M, J, K

NEW **Final Doom**
Arcade Style 5083209
DOS 486, 4mb, M,J,K

WIN95 **Earthsiege 2**
Arcade Style 5080700
WIN '95 486, 8mb, M, J, K

WIN95 **Beavis And Butthead In Virtual Stupidity**
Adventure 5075007
WIN '95 486/33, 8mb, M

Trophy Bass Fishing
Arcade Style 5054101
WIN3.1 486/66 or MAC LCIII, 8mb, M

NEW **The Oregon Trail II**
Children's Ed. 5078308
WIN3.1 486, 4mb or MAC 68030, 5mb, M

COLUMBIA HOUSE
CD-ROM DIRECT

How To Select CD-ROMs For Your System.

Each selection includes the following important information: minimum system required, minimum CPU required, minimum amount of RAM required, and required peripherals (M=mouse, J=joystick, K=keyboard, P=printer).

For all titles, the *minimum* system requirements recommended (unless otherwise indicated) are: Hardware: SVGA monitor (256 colors), sound card, 40mb hard drive, double speed CD-ROM drive. Operating System: DOS 5.0, Windows 3.1, Macintosh System 7.0.

A whole new way to get the most exciting CD-ROMs – games, reference, edutainment and more – all at great prices! Just write in the numbers of the 2 CD-ROMs you want for $9.95 each, plus shipping and handling. In exchange, you agree to buy 4 more CD-ROMs in the next 2 years, at our regular prices (currently as low as $29.95, plus shipping and handling) – and you may cancel membership at any time after doing so. What's more, you can get one more CD-ROM right now for the low price of $19.95 and have less to buy later (see complete details in coupon).

Free CD-ROM magazine sent approximately every 4-6 weeks (up to 13 times a year) reviewing our Featured Selection – plus scores of alternate choices, including many lower priced CD-ROMs. And you may also receive Special Selection mailings up to four times a year. (That's up to 17 buying opportunities a year!)

Buy only what you want! If you want the Featured Selection, do nothing – it will be sent automatically. If you'd prefer an alternative selection, or none at all, just mail the response card always provided by the date specified. You'll always have 14 days to decide; if not, you may return the selection at our expense.

Money-Saving Bonus Plan. If you continue your membership after fulfilling your obligation, you'll be eligible for our generous bonus plan. It enables you to enjoy great savings on the CD-ROMs you want – for as long as you decide to remain a member!

10-Day Risk-Free Trial. We'll send details of how Columbia House CD-ROM Direct works along with your introductory package. If you're not satisfied, return everything within 10 days at our expense for a full refund and no further obligation.

Act now, membership in CD-ROM Direct may be limited.

For faster service, use your credit card and call us toll-free 24 hours a day.

1-800-792-1000 Dept. 6DF

Check us out online! More titles to order or for more information.
http://www.columbiahouse.com/cdrom

Columbia House CD-ROM Direct

Dept. 6DF, 3109 Canterbury Court, Bloomington, IN 47404-1498

Yes, please enroll me under the terms outlined in this advertisement. As a member, I need buy just 4 more CD-ROMs at your regular prices within the next 2 years.

Send my CD-ROM selections for: (check one only) ☐ PC (1) ☐ Macintosh (3)

Send me these 2 CD-ROMs for just $9.95 each plus $1.75 each shipping/handling (total $23.40). Write in the selection #'s below: # _____ # _____

Buy your first selection now and have less to buy later!

☐ Also send my first selection for $19.95 plus $1.75 shipping/handling which I'm adding to my $23.40 payment (total $45.10). I then need to buy only 3 more (instead of 4) in 2 years. #

Please check how paying: ☐ My check is enclosed. (BYM/BYQ)

☐ Charge my introductory CD-ROMs and future CD-ROM Direct purchases to: (BYN/BYR)

☐ MasterCard ☐ Diners Club ☐ AMEX ☐ VISA ☐ Discover

Account Number _____ Exp. Date _____ Signature _____

My main CD-ROM interest is: (check one) (Note: You are always free to choose from any category.)

☐ Entertainment ☐ Education (includes children's titles) ☐ Edutainment ☐ Productivity

Name _____ Phone (_____) _____

Address _____ Apt. _____

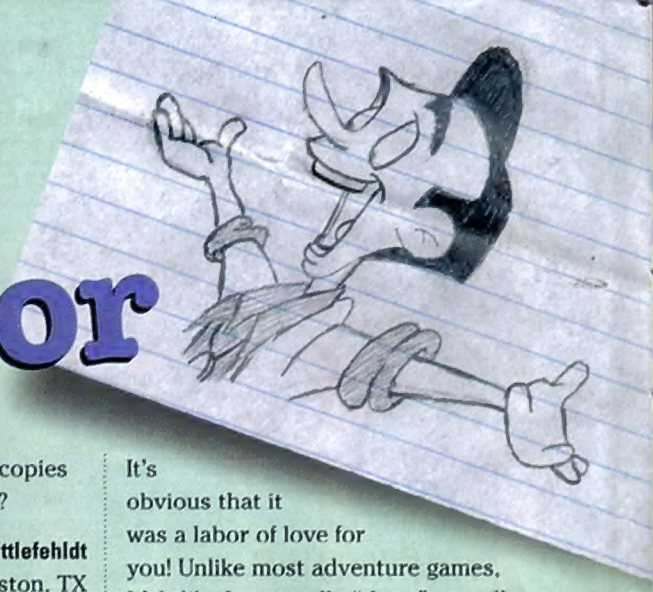
City _____ State _____ Zip _____

Important! Did you remember to choose PC or Mac? Will your selections run on your system?

Note: Columbia House reserves the right to request additional information, to limit membership or reject any application, or to cancel any membership. Offer limited to residents of the contiguous United States. Residents of Alaska, Hawaii, Puerto Rico, U.S. territories, APO and FPO addresses please write for separate offer. Applicable sales tax added to all orders.

F96-CDR-12G 100 ©1996 The Columbia House Company

Letters to the Editor

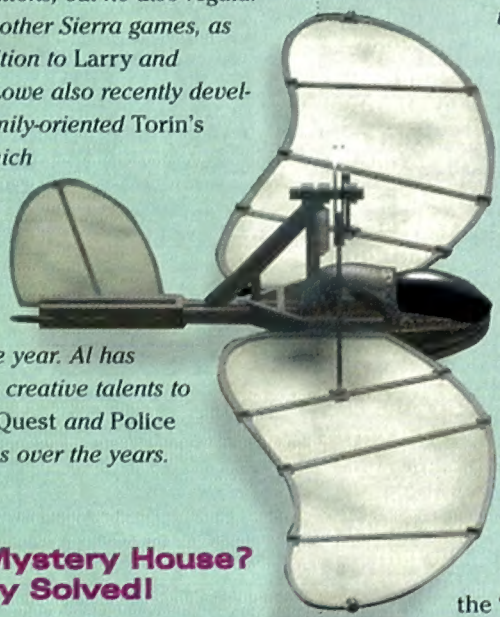


More Al Lowe To Go!

I realize that you are probably getting 100 questions a day about *Leisure Suit Larry*, but I have a very important question. I've played *LSL 1: In the Land of the Lounge Lizards* and *LSL 6: Shape Up or Slip Out* and I've played *Freddy Pharkas* (another game designed by Al Lowe). *Freddy Pharkas* is not an off-color game by any means. Here's my question: Who or what made Al decide to make a clean game vs. a game like *Leisure Suit Larry*?

Nathan Say
Overland Park, KS
nathan36@juno.com

Nathan:
Al Lowe likes to "flex his creative muscle" once in a while. Larry *is one of his favorite creations, but he also regularly works on other Sierra games, as well. In addition to* Larry *and* Freddy, *Al Lowe also recently developed the family-oriented* Torin's Passage, *which was just named one of* PC Magazine's *top 100 games of the year. Al has also lent his creative talents to past* King's Quest *and* Police Quest *games over the years.*



Want Mystery House? Mystery Solved!

Dear InterAction,
On page 77 of the Summer 1996 issue of *InterAction*, you showed a list of all the games Roberta Williams has ever created. Some of these, like *Mystery House*, I didn't even know existed. So I was wondering—does Sierra have a few copies for sale left hidden in your attic?

Rafael Mittlefehldt
Houston, TX

Rafael:
For years, Mystery House, *and most of Roberta's games, were unavailable for various reasons. That's why we're especially happy to announce that there is now a comprehensive collection of 14 of Roberta's most noteworthy masterpieces available on one CD*—The Roberta Williams' Anthology. *It includes not just* Mystery House, *but also early hits like* Time Zone, Wizard & the Princess, The Laura Bow Mysteries *and all of the* King's Quest *games. Check out page 22 for all the details about this fun and exciting tribute to the pioneer who defined the genre of interactive adventure games.*

Likes Lighthouse

I just finished playing *Lighthouse* this afternoon and had that rare and elusive feeling of just having seen the best movie of my life, or finishing the best book I've ever read. You know the feeling—you just want to jump up and tell the world how great the "product" is! I've probably played 70-80 PC games (mostly adventure), and I can honestly say that *Lighthouse* is the most magnificent PC game I have ever played!

Your team is to be congratulated on putting together a real "gamers" game. It's obvious that it was a labor of love for you! Unlike most adventure games, I felt like I was really "there"—totally immersed. The game was difficult, but the payoffs were there. The blend of art, music, plot, programming style, and good old gameplay was wonderful.....and rare. Bottom line—you guys have created a masterpiece! Congratulations! I sincerely hope a sequel is down the road.

Bob Freese
Indianapolis, IN
bobfrees@iquest.net

We're thinking about Lighthouse II—*stay tuned... —Editors*

Is This a Compliment Too?

I just received the Summer issue of *InterAction* and I saw the editorial for *Phantasmagoria 2*. I think it's the sickest thing in the world! When I showed it to my sister, I thought she was gonna spew! I would like to say you guys are doing a great job. Keep it up!

Chaim Glicken
Long Beach, CA

Uh, THANKS—we think. —Editors

E-mail letters to the editor to:
interaction@sierra.com

Send your correspondence to:
InterAction Magazine
P.O. Box 53008, Bellevue, WA
98015-3008
Please don't send returns, orders or time sensitive materials to this address.

FREE CONTACTS

BREAK OUT of the frames!

Replace your glasses with contacts.

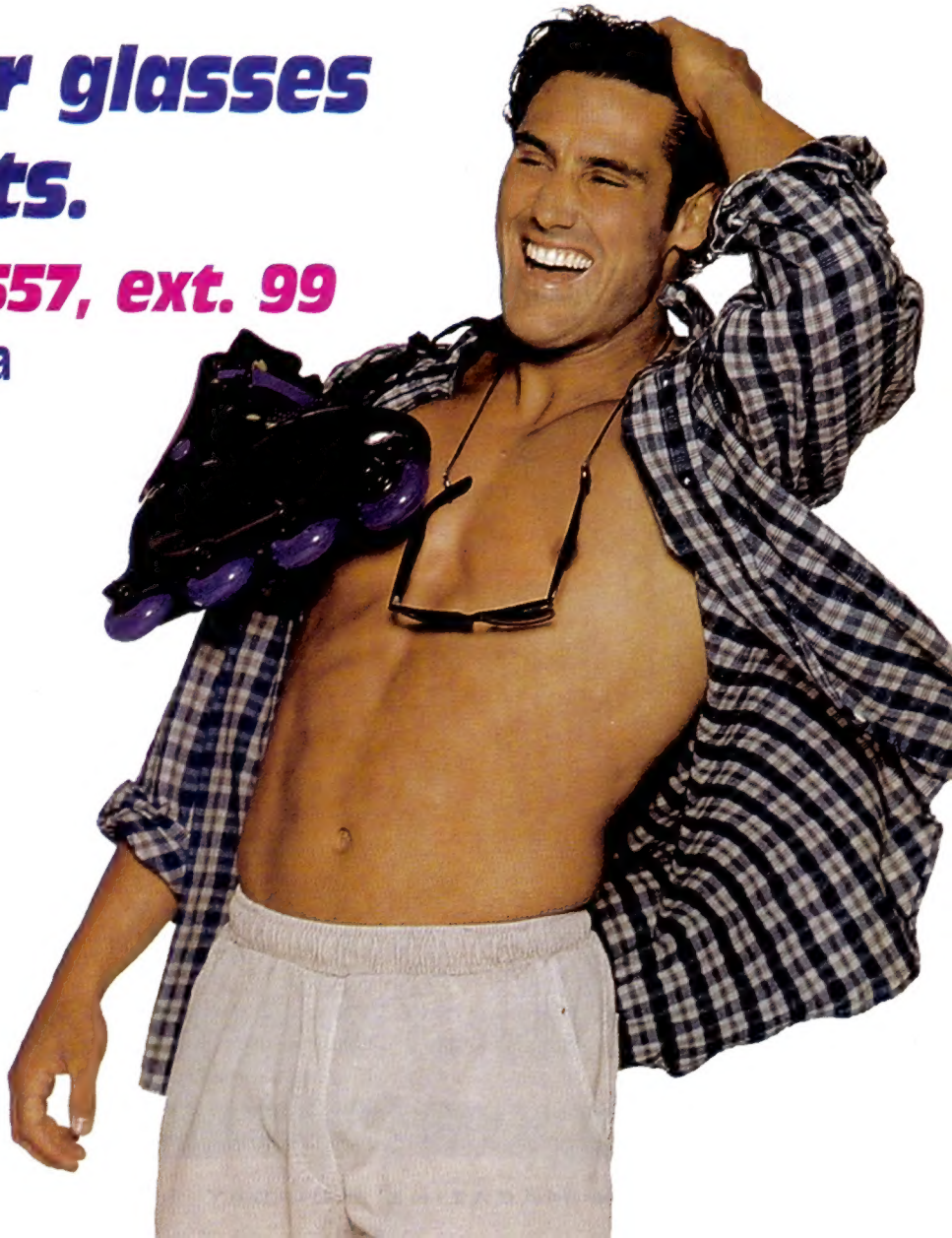
CALL 1-800-331-3557, ext. 99
to get a certificate for a

FREE

trial pair of Focus® Soft Contact Lenses!

See your eye care doctor today for better vision tomorrow.

CIBAVision®
SOFT CONTACT LENSES



©1996, CIBA Vision Corporation,
Duluth, GA 30155

The Future is in 3-D

A major revolution is sweeping the computer games industry: 3D. The future of computer games is 3D, and soon any game or any computer that doesn't support 3D, will be technologically obsolete.

3D is not a fad. It already dominates the videogame and quarter arcade industries. Essentially all of the quarter arcade games now being released are 3D. *Super Mario 64*, an Ultra-64 3D game, is the hottest game around. There is a simple reason why this shift is occurring: 3D games are a lot of fun. They are more fun than 2D because they are more interactive, and more immersive.

"If your computer doesn't have a 3D card, it will become obsolete."

Until recently, very few 3D games have been developed for PCs, mostly because they are almost impossible to program. The special 3D hardware that allows quarter arcade machines and the Ultra 64 to produce 3D games wasn't available on your PC unless you spent thousands of dollars for an expensive graphics card. Though some enterprising PC programmers created 3D games for the PC anyway (our own Dynamix and Papyrus programmers are some of the very best), these were rare individuals and they could only produce a limited number of games each year.

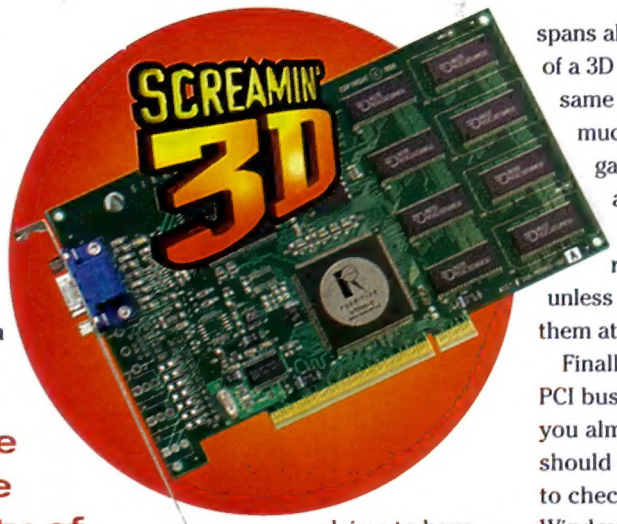
Without added hardware, 3D on a PC is far from perfect. 3D games require a high frame rate. Frame rate per second, or "fps," refers to the number of times per second your PC redraws the game screen. The better your PC's fps, the better your game will look and play. Most video arcade games have a frame rate of 30 to 60 fps, whereas PC games tend towards 10 fps or less. My very fast Pentium 166, for example, performed at a rate of 10 fps when running *Quake* at 640x480 and 19 fps if I lower my screen resolution to 320x200. *Quake* is much more playable at 19 fps, but the graphics are chunky. A high frame rate is absolutely critical to how a game plays. Above a certain threshold (around 18 fps) your eye can't see the difference, but the quality of the gaming experience starts rising exponentially. The joystick feels more responsive, and you find you have much better control of the game.

I used *Quake* as an example because it is one of a very few programs that easily allows you to gauge your fps. To test *Quake's* fps at various resolutions, press the "~" key and

Ken Williams is the founder and CEO of Sierra. This software industry pioneer has been dealing with hardware add-ons since the origin of the PC. This issue, Ken will focus on the hottest new technology of 1997—3D Accelerators.

From the Makers of
WARCRAFT II
TIDES OF DARKNESS
STARCRAFT™
COMING SOON.
BLIZZARD ENTERTAINMENT
www.blizzard.com
WarCraft, StarCraft and Blizzard Entertainment are trademarks of Davidson & Associates. All rights reserved. © 1996 Blizzard Entertainment

enter "timerefresh". Although *Quake* is an excellent example of current 3D PC technology, the frame rates still aren't what you'll find in the arcades or from a newer video game system. Even the fastest PCs still only run arcade-style games with either mediocre graphics, or at a slow frame rate.



The only way to get a PC to perform against the arcade standards is to install a 3D accelerator card. For the first time ever this Christmas a few of the leading computers will be sold with a 3D accelerator built-in. By next Christmas, this will likely be a standard on all new computers sold. If your computer doesn't have a 3D card, it will become obsolete. At the least, you will have trouble running many of the most popular software products sold.

"There were plenty of great cards out there, but there were really only two that stood out from the crowd: the 3DFX and the Rendition."

3D accelerators are the future. I highly recommend this upgrade, but before you rush out to buy one there are some things you should know. All 3D boards are not created equal and the buyer should beware. Here are a few pointers on what you should look for before you buy a new card.

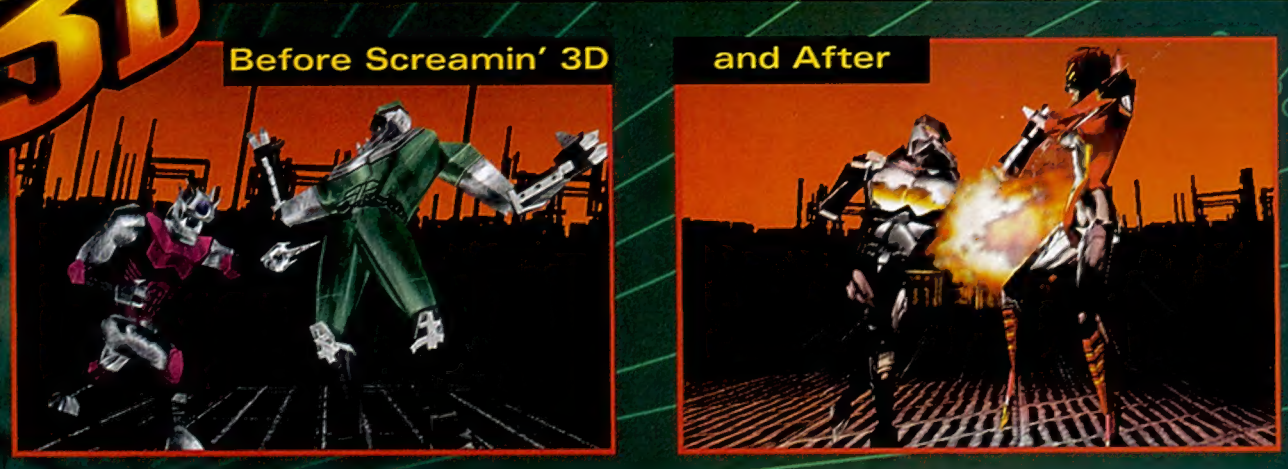
Most importantly, don't buy a 2D card that claims to have 3D capabilities. Read the packaging carefully, and look for 3D features like Z buffering, bi-linear filtering, bit-mapping etc. Browse the message boards on the Internet before buying—they are full of messages warning you which cards to avoid. One popular 3D board even runs many 3D games slower than most 2D boards. I could name names, but I won't.

Another important thing to look for is how well the 3D card supports Microsoft's Direct3D standard. Direct3D is a standard set of 3D routines which developers can use to create games, and is the one common standard that spans almost all 3D cards. In the absence of a 3D card, Direct3D provides the same functionality in software, at a much slower frame rate. Not all 3D games are written for Direct3D, although there is a clear trend in this direction. Direct 3D games require a VERY fast machine unless you have a 3D accelerator, or run them at a very low resolution.

Finally, most 3D accelerators require PCI bus support. If you have a Pentium, you almost certainly have PCI, but you should double check . Here's a fast way to check for PCI support under Windows '95. From the control panel choose "system" then "device manager" and "system devices." Look for the words PCI BUS. If you don't see it, you don't have it.

Once you've installed your 3D accelerator, the performance will vary depending on the speed of your computer, the game you are running, the resolution, and the graphic options you select. It will also depend on whether the game was written specifically for your particular 3D card, or for Direct 3D. For example, on my Pentium 166, at 320x200, *Quake* jumped from 18 fps to 31 fps, and the improvement in graphics quality was just unbelievable. At 640x480, the increase was more dramatic, with the fps jumping from 10 to 24. The relative performance increase is even greater on slower machines because of the shift of computing from your

SCREAMIN' 3D Means Lightning-Quick Moves & Mind-Blowing Explosions



While there is already a noticeable difference between these two screens from CyberGladiators, the graphic improvement is even more remarkable when you see the game in action. The animation is quicker, smoother and more lifelike. It makes the experience more immersive and more fun (See backcover for a special offer on the Screamin' 3D card).

processor to the fast processor on the accelerator board.

Frame rate improvement is only part of the story. Your game will look completely different. The 3D accelerator does more than just make the screen move faster, it also totally changes the way your PC handles graphics. Most 3D games restrict themselves to 256 colors for frame rate reasons. The 3D accelerator will automatically shift the game to 16 bit color and enhance the graphics. Because the 3D engine thinks in terms of polygons and texture maps, the graphics can be completely recreated before they are drawn to the screen. Even at the lowest resolutions, the edges of 3D objects are sharp and the "jaggys" are eliminated. You can get as close to objects as you want, and they will not become blocky. The better 3D cards also allow special visual treats like the fog effects and night driving scenes that you'll find in the new version of *IndyCar*. The people at Papyrus, as good as they are, simply couldn't have created these kind of effects on a standard PC. Papyrus has more experience with programming 3D accelerator cards than anyone, and their 3D card-ready PC programs rival and beat anything found in the arcades.

With the number of companies making cards, and the technical nature of the 3D accelerators, it's easy to make the wrong upgrade. That's why Sierra has decided to offer a 3D accelerator of our own: the Screamin'3D. To be honest, no one at Sierra designed this card, but after months of studying competing cards, we just decided that if we had trouble figuring out which ones were best, you would too. As a public service (more than as a business), we took the initiative to find the one that we most recommend and put our name on it. It had to have full-featured Direct 3D support, accelerated 2D performance and screaming 3D acceleration. It was a difficult choice.

There were plenty of great cards out there, but there were really only two that stood out from the crowd; the 3DFX and the Rendition. [Technical note: actually, 3DFX and Rendition only build the chips, the cards are assembled by other companies] Both boards were great on the 3D front, but we chose the Rendition because it also offered awesome 2D acceleration (2D games are still the majority of games sold), plus because it had the highest level of third party software support. Several other companies, including Creative Labs1 and Intergraph, have announced Rendition-based cards. Though the 3D hardware is essentially the same whether you buy from Sierra, or elsewhere, we did do some work to make the Screamin'3D everything we wanted it to be. Specifically, we worked with the hardware experts, Canopus, to produce optimized device drivers. In some comparisons the Screamin'3D has been clocked at 25% faster than other Rendition-based cards. Sierra's card is on the market now (see back cover) at $199, and includes specially optimized Rendition versions of *CyberGladiators, A10 Silent Thunder, IndyCar Racing II* and *Quake*.

> "The 3D accelerator does more than just make the screen move faster, it also totally changes the way your PC handles graphics."

3D accelerator technology will revolutionize things at Sierra, from our current 3D games, like *IndyCar* and the upcoming *Red Baron 2*, to games that haven't traditionally supported 3D graphics, like *Caesar II* and *Lords of the Realm II*. Our productivity products, such as *LandDesigner* and *CustomHome*, are now in the process of being adapted to support 3D cards. Even our adventure games are undergoing major change. For instance, *Kings Quest VIII* is being built from the bottom up for 3D accelerators. (It will run without a 3D accelerator, but much better with one.) 3D will almost certainly have similar impact on other software publishers.

In closing, I would like to say how much I appreciate the support that you have given Sierra, our people and our products, in the last year. We love creating great products and are thrilled that something that brings us so much pleasure adds a little joy to your life as well. Seasons greetings from all of us, and may 1997 be a great year for all!

Thank you,

Ken A Williams

(Note: only the Creative Labs 3D Blaster PCI is Rendition-based.)

Put Yourself in the Game

Sierra is looking for Software Engineers at all levels, from "straight out of college" to seasoned veterans. If you have solid knowledge of C/C++, and are unafraid to be challenged, Sierra may be right for you. As the world's largest designer of electronic games, we set the standard in new technology. We have projects underway now to build products under Windows '95 using the Microsoft Game SDK, other projects require knowledge of MFC. Sierra is doing cutting-edge development with networked applications, flight simulators, CD-ROM, silicon graphics, and video game systems. No matter how good you think you are, we have a project that will push you to levels you never thought possible. At least two years of programming experience or college degree required.

If you would like to be considered for the many exciting opportunities at Sierra, please send a resume and cover letter to:

Sierra On-Line, Inc.
R&D Recruiting
3380 146th Place S.E., Ste. 300
Bellevue, WA 98007
Fax 206.641.7617
E-mail: recruit@sierra.com

We have openings in Oakhurst, CA (near Yosemite National Park), Seattle, WA, Cambridge, MA, Eugene, OR, Champaign, IL, Boulder, CO, and Austin, TX

S I E R R A®

http://www.sierra.com

Top

Entertainment

1 NASCAR Racing

Best Simulation Game and Sports Game of 1995
-PC Gamer

"★★★★★"
-Computer Gaming World

2 IndyCar Racing II

1996 Codie Award for Best Sports Program
-Software Publishers Association

"The best racing simulation on the market and a 'must-have' for all gamers."
-Computer Gaming World

3 FPS: Baseball Pro '96

"Front Page is the only baseball sim that manages to re-create the physics of baseball on the field." -PC Gamer

"Sierra definitely has a winner here."
-Computer Sports Edge

6 3-D Ultra Pinball

Winner of PC Pinball Shootout against nine top Pinball CDs

"So intricately designed that it'll keep you entertained for weeks."
-CD-ROM Today

7 Missionforce: CyberStorm

"Missionforce's scrupulous attention to detail is exceeded only by its incredible game play."
-PC Games

8 Lighthouse

"Never mind that the first word that comes to mind when you see this is Myst... it features enough innovations, especially in that it actually offers entic ng game play, to set it ahead of the pack."
-Next Generation

Home Productivity and Education

1 Print Artist 4.0

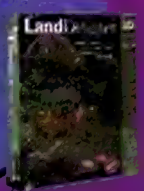
"★★★★"
-PC Magazine

"Recommended"
-Family PC

2 LandDesigner 3D

"Editor's Choice" -Home PC

"Simple enough for a beginner to use and it offers enough information about gardening to accommodate the needs of even an experienced plant person."
-Family PC



3 Cooking Light

"If you need to plan meals according to good nutrition, and you're looking for a nifty recipe organizer, Cooking Light will keep you healthy and well-fed for a long time."
-Computer Shopper

6 Sierra SchoolHouse: Math

"★★★★★"
-Boston Globe

7 Eager To Learn

"An excellent value in children's software."
-Childrens Software Revue

8 The Lost Mind of Dr. Brain

"The tough part is turning off the computer to do other things, like eat and sleep."
-Family PC

1996 Codie Award for Best Home Learning Product
-Software Publishers Association

1-800-757-7707

Sierra Originals

1. IndyCar® Racing
2. Leisure Suit Larry 5: Passionate Patty Does A Little Uncover Work
3. The Even More Incredible Machine
4. Gabriel Knight: Sins of the Fathers
5. Sierra Reference Encyclopedia
6. Aces of the Deep
7. Bridge by Hoyle
8. Castle of Dr. Brain
9. Red Baron with A-10 Tank Killer
10. King's Quest VI

4 Police Quest: SWAT

"...a pulse-pounding glimpse into the lives of America's most elite law enforcement officers."
-PC Games

5 Trophy Bass

Critics Choice! "...A great simulation and a whole lot of fun."
-PC Gamer

"★★★★★"
-Computer Gaming World

9 FPS: Football Pro '96

"Still the champ of football sims."
-PC Games

10 Hoyle Classic Card Games

"Sierra's Hoyle series features the most entertaining PC card play on the market."
-PC Magazine

4 MasterCook Deluxe

"Best Software for Cooks"
–Bon Appetit

"★★★★"
-Family Computing

5 SierraOriginals Kid's Pack

Island of Dr. Brain - *"A perfect game for kids and their parents who enjoy free-form learning coupled with rich graphics and smooth game play."*
-PC Entertainment

9 Berlitz: Spanish

"★★★★★" First-rate educational and business CDs all around."
-PC Computing

10 Mixed-Up Mother Goose

"One of the best kid's programs I've picked up in a long time."
-Business Radio Network

BUY SOME ATTITUDE FOR THE HOLIDAYS

Opportunity knocks just this once-and these six collector's items will go fast. Sierra® is proud to make this offer only to InterAction readers. But you gotta step up now 'cause it's first come, first served and supplies are limited. Yourtotal satisfaction is guaranteed. So stick it to the game gods and call 1-800-318-8887 to reserve your official Sierra Stuff.

KING'S QUEST® WATCH

Created only for the faithful with precision quartz movement, genuine leather band & one-year warranty. ITEM #120

$40.00 Retail
InterAction Readers $29.95

PHANTASMAGORIA® 2 MUG

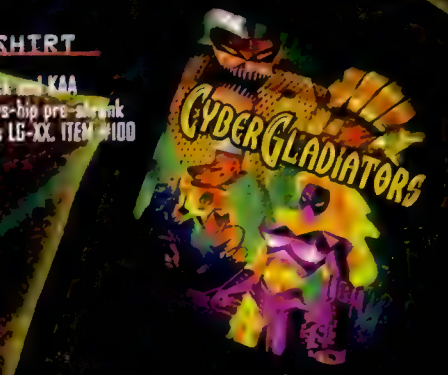
Full-color art from "A Puzzle of Flesh" makes this 11-oz. coffee keeper a sure-fit conversation piece. Microwave & dishwasher-safe. ITEM #130

$10.00 Retail
InterAction Readers $7.95

CYBERGLADIATORS SHIRT

Spectacular 14-color artwork on back and KAA graphic on front highlight this always-hip pre-shrunk 100% cotton long-sleeve shirt. Sizes LG-XX. ITEM #100

$30.00 Retail
InterAction Readers $19.95



LORDS OF THE REALM™ II TEE

Eye popping 14-color art on front of this black tee with Castle-Storming Tour Schedule on back. ITEM #150

$18.00 Retail
InterAction Readers $12.95

POLICE QUEST® CAP

So you wanna play cop? Sport this embroidered SWAT logo on a cotton twill pro-fit ballcap. One size fits most. ITEM #110

$14.00 Retail
InterAction Readers $9.95

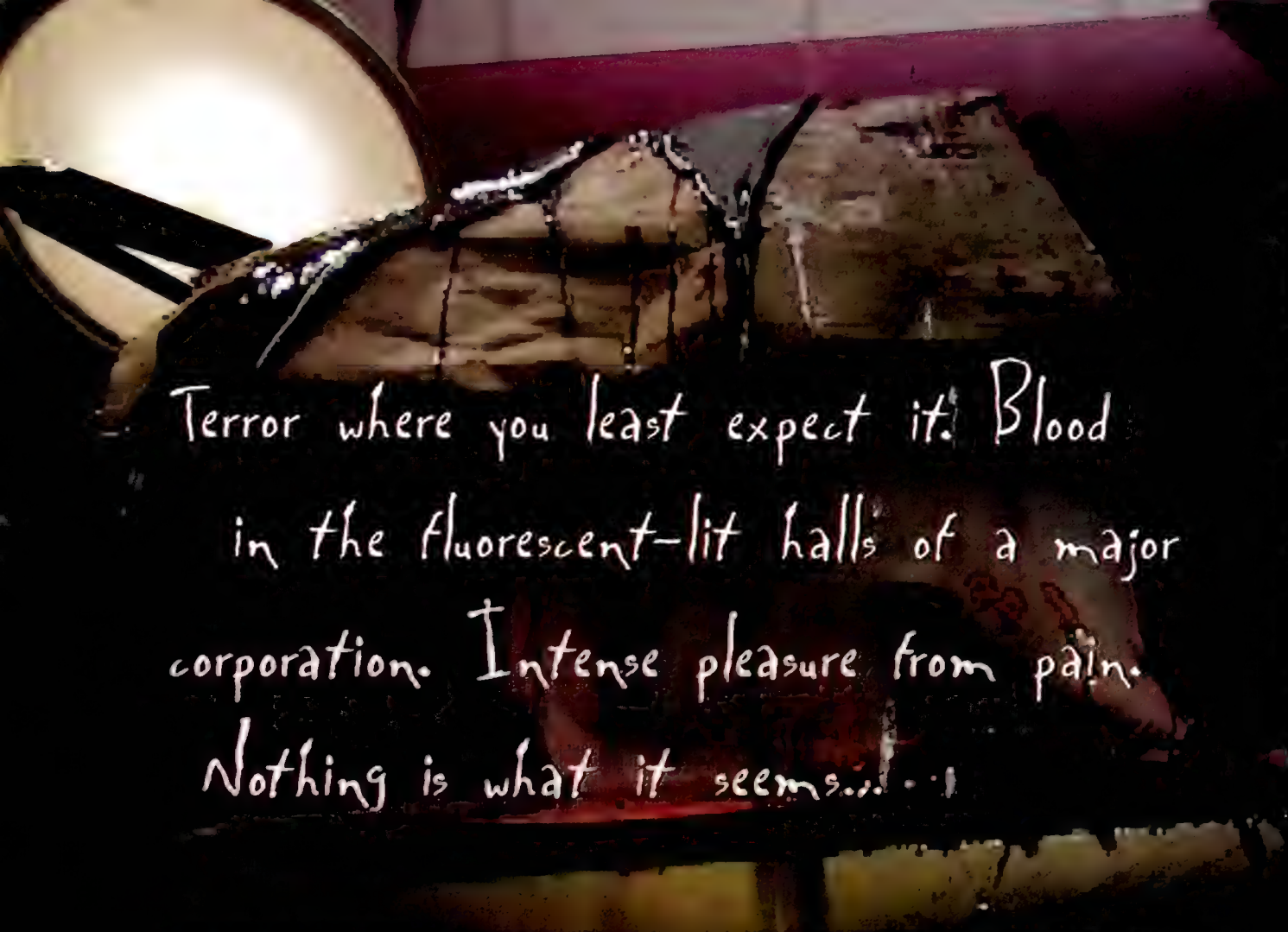
MISSIONFORCE™ CYBERSTORM™ TEE

The only T-shirt for EARTHSEIGE fans. 100% cotton tee sports color box art on back and game logo on front. Sizes LG-XX. ITEM #140

$15.00 Retail
InterAction Readers $11.95

HURRY! CALL 1-800-318-8887

Bensussen Deutsch & Associates accepts orders via phone, fax, mail and e-mail. Phone order lines are open from 8:00 a.m. to 5:00 p.m. Pacific time Monday through Friday except U.S. holidays. Please have your Visa or MasterCard ready. Shipping and handling charges are added to your order. Please allow 2-4 weeks for delivery on U.S. orders. Canadian orders must be paid in U.S. dollars-please allow 6-8 weeks for delivery. Call BD&A for details at 1-800-318-8887 or e-mail catalog@bdainc.wa.com. If you are unhappy with your purchase for any reason, promptly return the merchandise to BD&A in good condition for an immediate exchange or refund: BD&A/Sierra Stuff, P.O. Box 97026, Redmond, WA 98027



CONTROVERSY WAS WAITING for *Phantasmagoria* when it hit the market in 1995. A horror game specifically designed to appeal to the mass market of adult PC gamers, *Phantasmagoria* featured violence and adult themes that shook to its core the established modern horror genre. While hardly extreme when compared with the standards of modern films, it broke the rules of what had been "acceptable" in the polite society of computer games. It also challenged head-on the stereotype that computer games were strictly kid stuff.

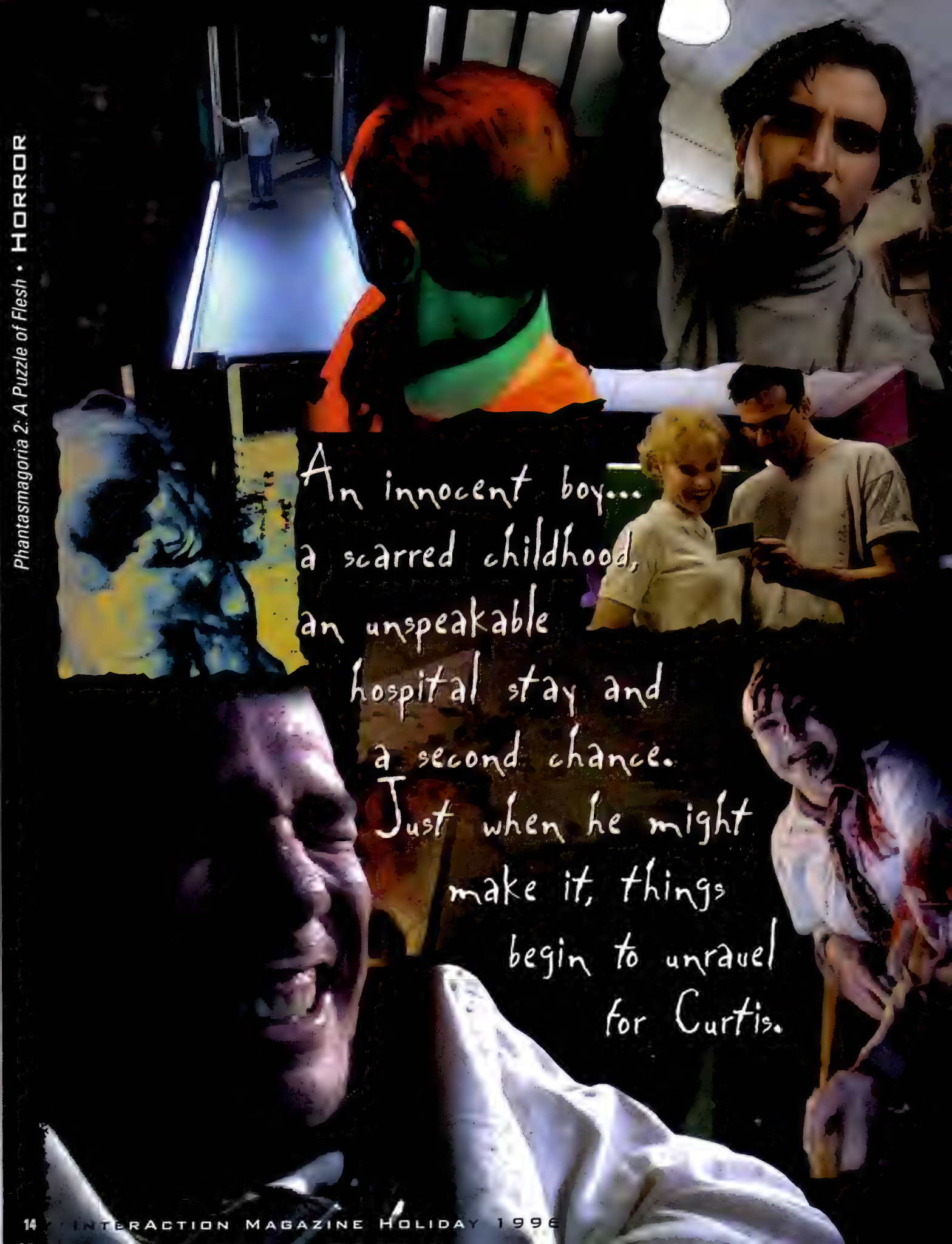
IN AN UNPRECEDENTED move, *Phantas* was the first major game ever to receive the "Mature Audiences Only" from the Software Ratings Board, instantly giving it national notoriety. As gamers delved into the game they came across the graphic horror scenes and sexual violence, thus calling for an immediate boycott by parents' groups and religious organizations. Major retailers refused to carry the game and it was even banned by the governments of three countries.

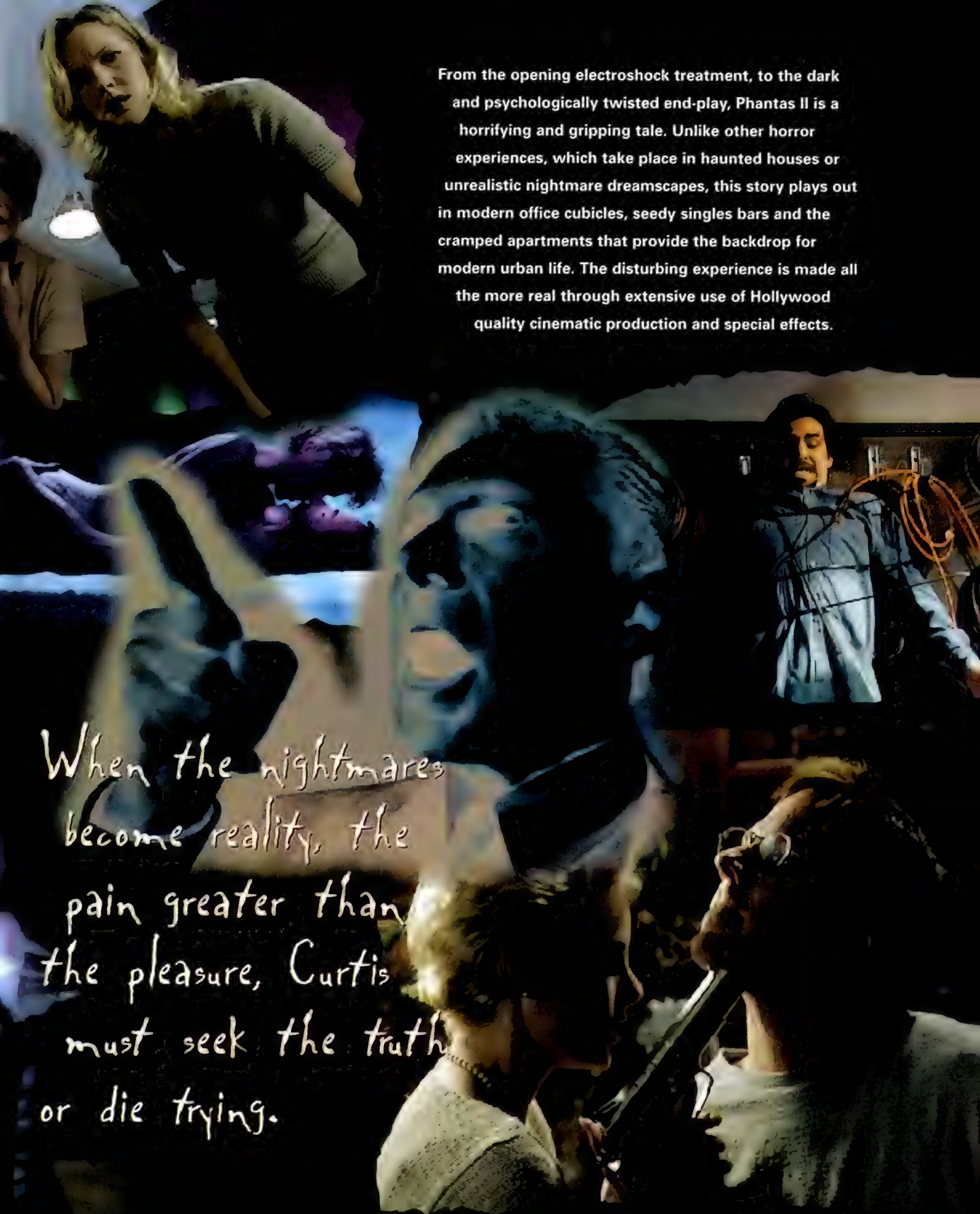
OUTSIDE THE CORE computer gaming press—which reviewed the product positively, using words like "groundbreaking" and "intense"—there were less tolerant major newspapers that claimed *Phantasmagoria* wallowed in gratuitous blood and gore. One even suggested that *Phantas* "makes a game of sexual violence."

PHANTASMAGORIA WAS EVEN spotlighted in Senate hearings calling for further regulation of content in the computer software industry. Letters from community action committees and special interest groups rolled into our offices in droves.

WITH ALL THE condemnation and accusations, bans and boycotts, outrage and controversy, *Phantasmagoria* quickly set industry sales records and became Sierra's biggest selling game to date.

THE SERIES CONTINUES with the recent release of *Phantasmagoria 2: A Puzzle of Flesh*. While *Phantasmagoria* established the standard for computer horror games, *Phantas 2* explores new venues as it deals with fragile minds, corrupt corporate politics, and the mysteries beyond the realm of consciousness. Sure to generate as much if not more controversy, *Phantasmagoria 2* is just as compelling and engrossing as the original. Count on it to be the biggest selling horror game of 1997.


An innocent boy...
a scarred childhood,
an unspeakable
hospital stay and
a second chance.
Just when he might
make it, things
begin to unravel
for Curtis.

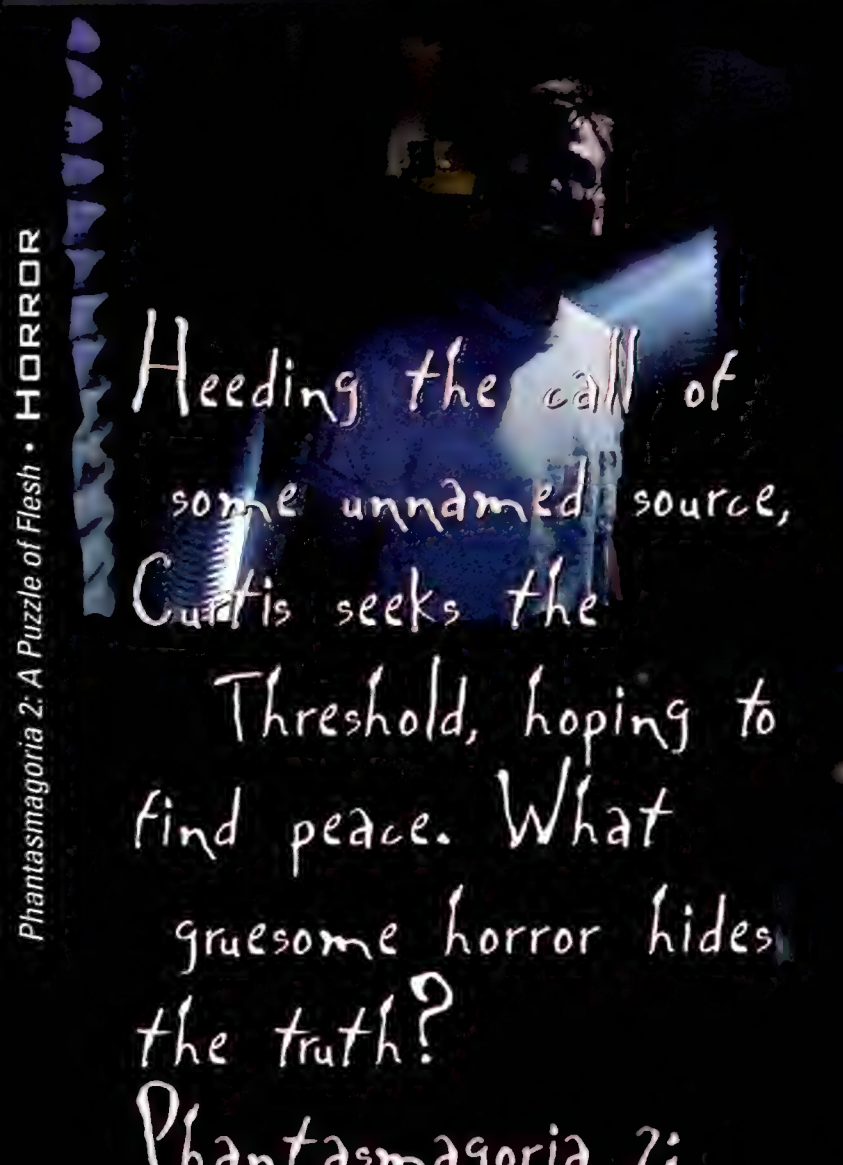


From the opening electroshock treatment, to the dark and psychologically twisted end-play, Phantas II is a horrifying and gripping tale. Unlike other horror experiences, which take place in haunted houses or unrealistic nightmare dreamscapes, this story plays out in modern office cubicles, seedy singles bars and the cramped apartments that provide the backdrop for modern urban life. The disturbing experience is made all the more real through extensive use of Hollywood quality cinematic production and special effects.

When the nightmares become reality, the pain greater than the pleasure, Curtis must seek the truth or die trying.

Heeding the call of some unnamed source, Curtis seeks the Threshold, hoping to find peace. What gruesome horror hides the truth?

Phantasmagoria 2: A Puzzle of Flesh.



***WARNING:** Due to scenes of intense violence and adult content, Phantasmagoria 2 is intended for Adults.* Sierra encourages parents to take a look at the game before providing it to children under the age of 17. Though players are offered two modes of play—MORE INTENSE and LESS INTENSE—these options are intended to meet the needs of those with weak stomachs so that they can enjoy the depth of the story without all of the blood and gore. The LESS INTENSE option allows you to control access to the more explicit scenes.

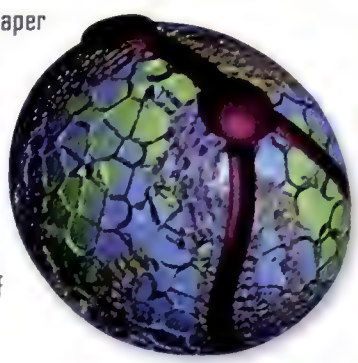
$54.95
Available Winter
WIN95 CD
Order Direct: 1-800-757-7707
www.sierra.com/phantas2/

RAMA

Creating the Literature of the 21st Century

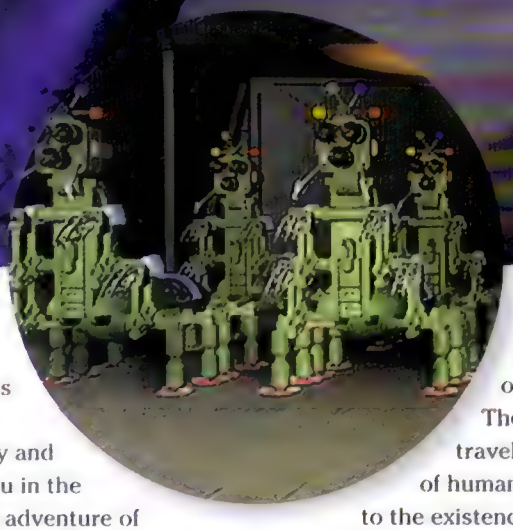
by David Senan

Recognizing that the marriage of PC games and novels is the literature of the future, writers Gentry Lee and Arthur C. Clarke have traded in their pens and paper for design specs and multimedia technology. With Lee working behind the computer screen and Clarke working in front of it, soon the release of **Rama** will debut a new age of interactive literature.



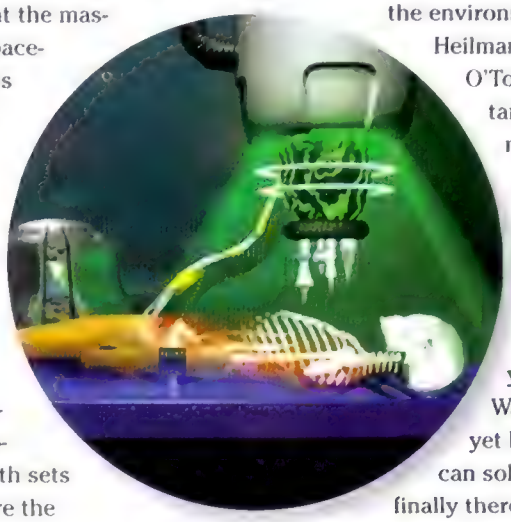
THE *RAMA* STORY IS CARVED STRAIGHT OUT of the famous novels of Lee and Clarke. Each adventure is born out of the original story that has thrilled millions of readers worldwide. The characters are all there, the mysterious Raman creatures are there, and so are all of the puzzles and landscapes. Think of this game as the interactive movie version of the books—a movie in which you are the lead character charged with solving the mysteries of extraterrestrial encounters and opening up communications with a distant civilization. ➤➤➤

> **"The centipede biot consisted of 15 attached, jointed segments, each with four legs, and an insectlike head with a bizarre array of sensors, two of which were long and thin and resembled antennae."**
>
> *—Nicole encounters a centipede biot. from the book Rama II*



Your Mission

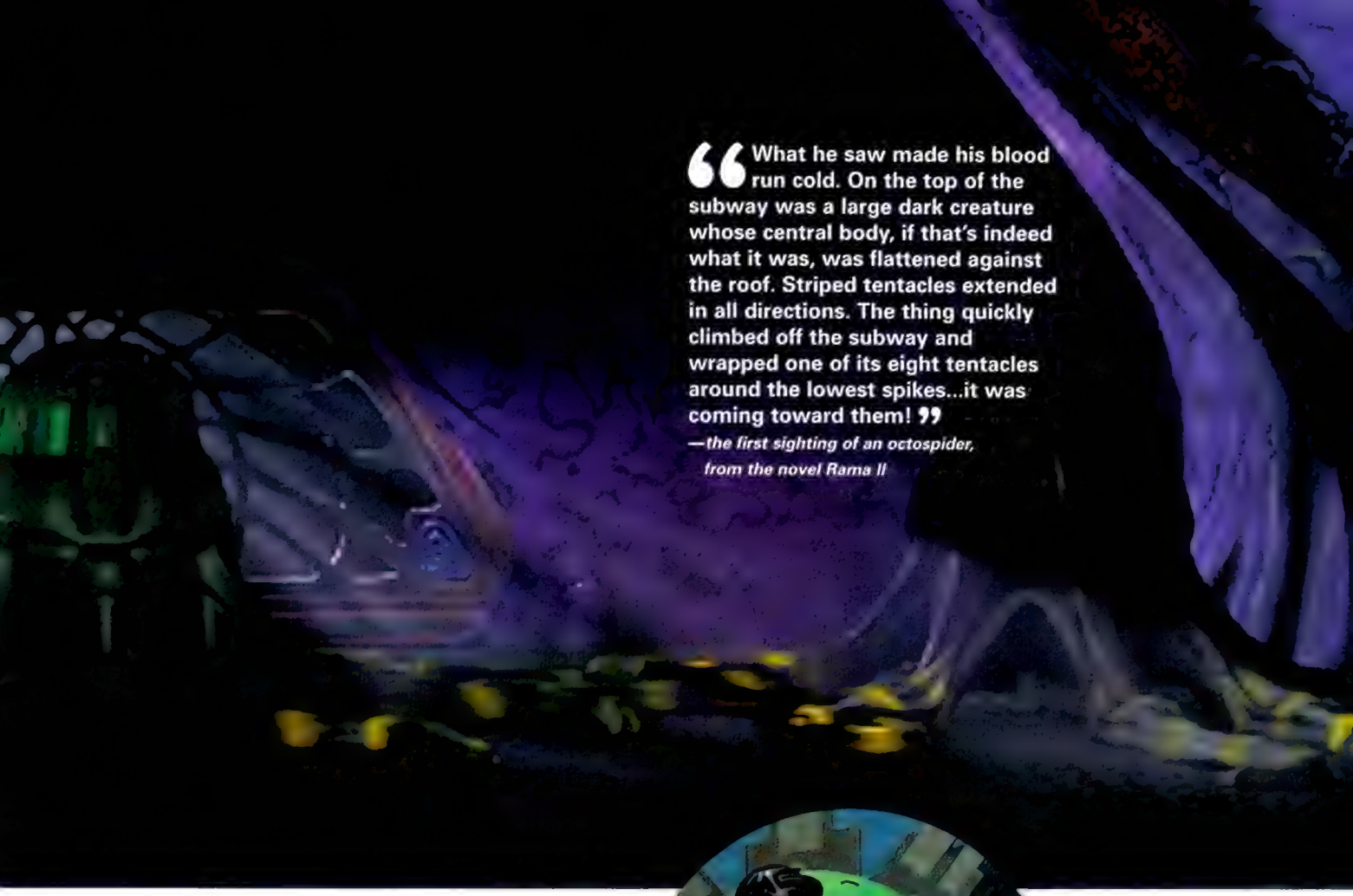
Rama propels you into the 22nd Century and immerses you in the mystery and adventure of a lifetime—a mystery that questions the egocentric notion that life as we know it is exclusive to Earth. Some unknown, intellectually superior force has sent the massive Rama spacecraft, which is roughly the size of Los Angeles County, to the edge of our solar system. A crew made up of you and the best-trained astronauts on Earth sets out to explore the space station and unlock the mysteries of extraterrestrial life. The outcome of your travels will change the face of humankind, opening its eyes to the existence of an alien race of far superior intelligence.



Joining you on the mission are Drs. David Brown and Shigeru Takagishi, experts in the field of exobiology and the environments of Rama. Otto Heilmann and Michael O'Toole are career military officers whose main objective is to assess Rama's threat to Earth. Nicole des Jardins is the chief life sciences officer, whose medical expertise is critical to your mission. Richard Wakefield is the quirky yet brilliant scientist who can solve any puzzle. And finally there are Francesca Sabatini and Reggie Wilson, world-renowned television journalists whose sole purpose is to keep the people of Earth informed about what's going on inside the behemoth alien spaceship.

Research and exploration have led scientists to different perceptions of the purpose of Rama. Some think it is completely benign and indifferent to human exploration. But once the ship's trajectory changes and it embarks on a collision course with Earth, many begin to think that Rama spells humankind's doom. Your ultimate mission is to save Rama. Or is it to save Earth from its collision course with the ship? You won't know until the very end of the game.

What is Rama? Where did it come from? Who built it and sent to the edge of our solar system? These are questions that you'll need to answer by exploring the alien space station and its complex landscape. There you'll discover intelligent alien machines, intriguing extraterrestrial creatures, architectural wonders, and a variety of



"What he saw made his blood run cold. On the top of the subway was a large dark creature whose central body, if that's indeed what it was, was flattened against the roof. Striped tentacles extended in all directions. The thing quickly climbed off the subway and wrapped one of its eight tentacles around the lowest spikes...it was coming toward them!"

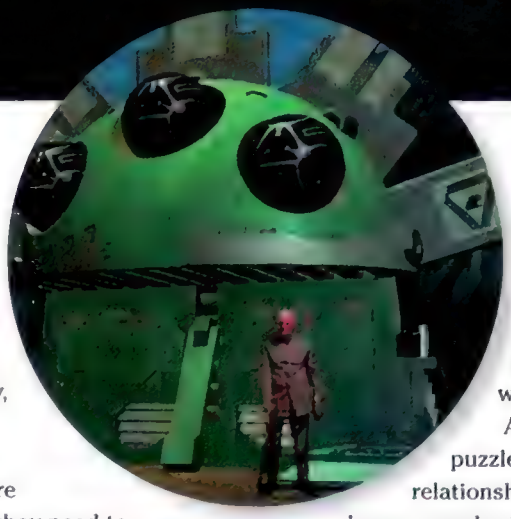
—the first sighting of an octospider, from the novel Rama II

complex puzzles that reveal clues to the origins and purpose of Rama.

Watch and Learn

Throughout the game you're faced with puzzles that determine how far you progress into the adventure. You constantly look for clues that make some sense out of all the strange creatures and landscapes encountered in the far reaches of the solar system. Your success lies in how much you learn from the creatures and machines (called biots) inhabiting the massive ship. The Ramans placed the biots there for a reason (unknown to you) and the secrets to solving puzzles are found by observing them and how they deal with their environments.

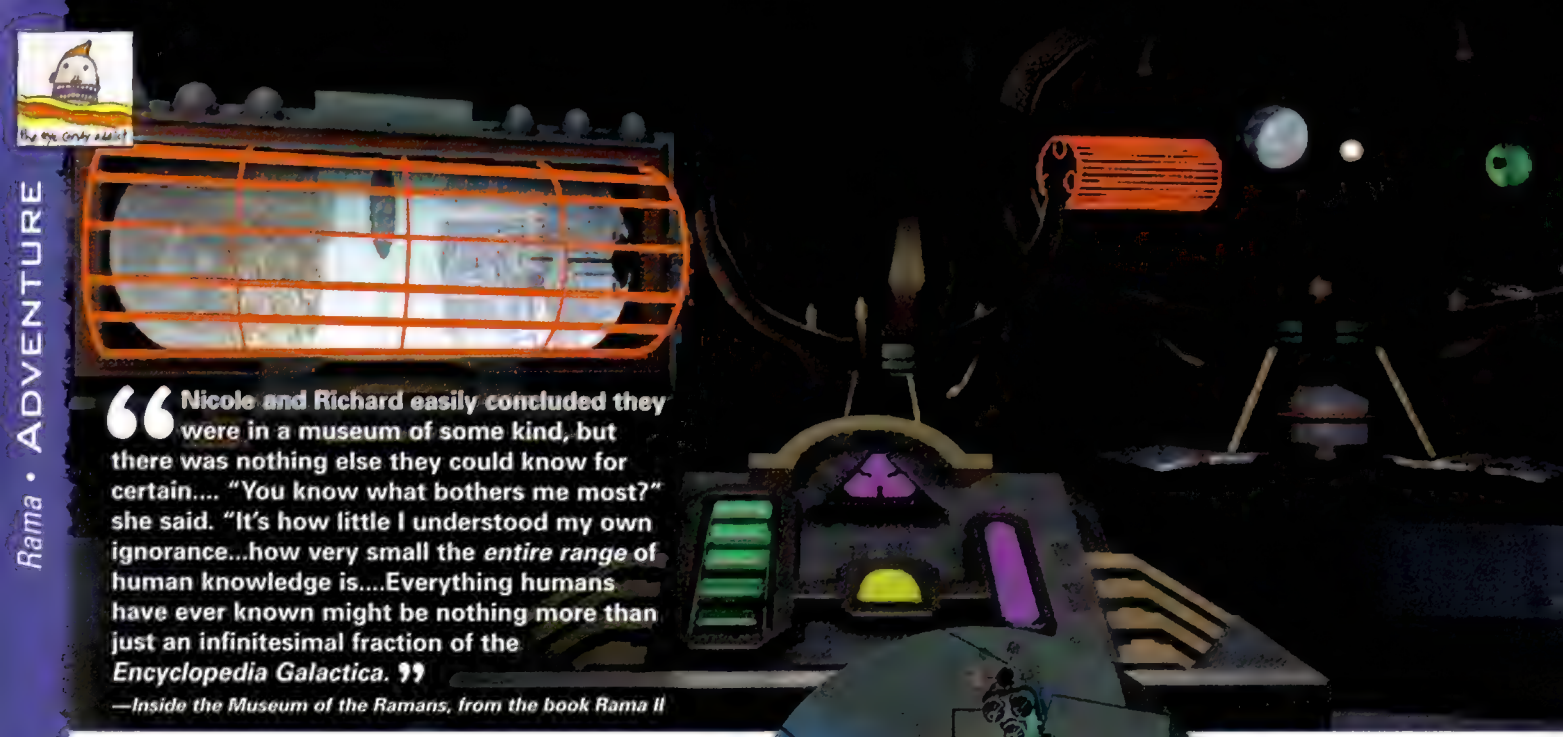
One example of this comes when you encounter a mantis biot that is entering an elevator mechanism. The mantis actuates the elevator mechanism with a red laser light. Some players simply stand by, enjoying the entertainment. Clever adventure gamers realize they need to use the elevator but do not have a red laser light. Use common sense and ingenuity to put together a couple of items you've already found.



A red crystal and a flashlight from your inventory is all you need to simulate the mantis's red laser and power the elevator to continue your adventure. Learning from the Raman environment and creating innovative adaptations of the machinery is the only way to solve puzzles and advance farther into the Raman world.

Another intriguing puzzle teaches you the relationship between the human numbering system and the numbering systems of the other creatures on board, the avians and the octospiders. You find that you need to understand these relationships to get around in both the avian and the octospider layers of the game. You can't simply input 1-2-3 and expect to open doors and power machinery in either of the two alien layers. You need to figure out how human numbers relate to their language and numbering system. In essence, you learn as much of the avian and octospider languages as you need to continue your quest for some answers.

One of the many bizarre species of life found on Rama.



"Nicole and Richard easily concluded they were in a museum of some kind, but there was nothing else they could know for certain.... "You know what bothers me most?" she said. "It's how little I understood my own ignorance...how very small the *entire range* of human knowledge is....Everything humans have ever known might be nothing more than just an infinitesimal fraction of the *Encyclopedia Galactica*."

—Inside the Museum of the Ramans, from the book Rama II

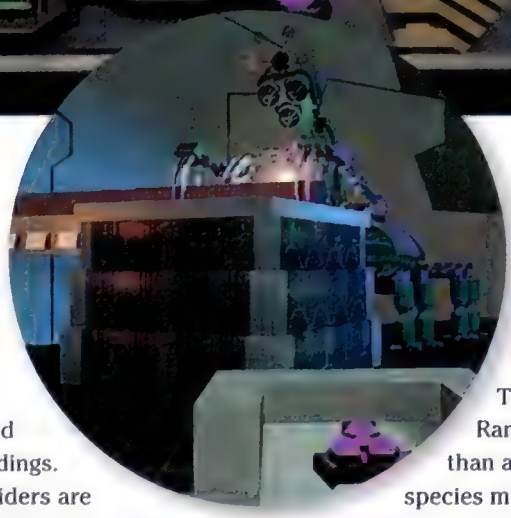
The Clues Are in the Creatures

Clues to the puzzles are hidden within the strange creatures and machines on Rama. Onboard the space station you find a myriad of biots, avians, and octospiders. The biots are workers that serve functions such as trash pickup. The avians are strange bird-like creatures that communicate through sounds. Octospiders are huge, spider-like beings that communicate through multicolor beams of light. You don't know any more about any of them. Watch them closely to unravel the mystery of *Rama*.

The avian layer is one of the most revealing layers within the spacecraft. The bird-like creatures go about their business as if you and the other astronauts aren't even there. In the avian layer you find mysterious egg-like things called mannamelons, elaborate murals that can only be seen through infrared vision, and a world of complex machines such as an avian film projector that you need to figure out how to operate.

The avians offer little assistance but a world of information in the way they interact with each other and their surroundings.

The octospiders are another compelling "species" onboard Rama. Octospiders are huge biological creatures that, from the human perspective, resemble a cross between an octopus and a spider. The most interesting thing about octospiders is the way that they communicate. They use colored lights to speak to one another rather than audible sounds. This poses a big problem when you're poking around the octospider layer—you must learn their language of lights. To do that you must learn from a puzzle in disguise, the Octoteacher. The Octoteacher shows you the relationships between their lights and human numbers and sounds. The result is a fascinating education in the cultural orientation of the bizarre "species."



Interplanetary Video Games

There are places on Rama that reveal more than any other—the species museums. There are three museums located in the area named Bangkok by the astronauts who discovered it. The museums are in the game for one reason: to give newcomers background information about the species there. There is a human museum, an avian museum, and an octospider museum. All three museums house the same categories of information about each of the different species.

Within the museums you'll find examples of human and alien musical instruments. In the human museum there is an electric guitar while in the octospider museum there is a "musical instrument" of lights. Game lovers out there will marvel at the examples of alien video games. In the human museum, you'll find the hologram of a tank rushing at you firing rounds of artillery. In the avian and the octospider museums, you see

similar holograms with other-worldly "tanks" charging at you. Remember, while the museums are fun, they are not there for your entertainment. They furnish critical information about each species and insights into the importance of their existence on Rama.

Who Is the Enemy?

Rama is an unparalleled adventure that leads you on the ride of a lifetime. Imagine the excitement of pioneering the edge of the solar system and beyond. When you start the game, you know absolutely nothing about the strange world you're entering. It's up to you to get the education you need to blast through the adventure. It is up to you to learn by watching the creatures and machines on Rama and how they interact with their Raman environment. Everything you need to know is learned through observation and clever adaptation. Sometimes, when you die trying to navigate through Rama's intricate labyrinths, Arthur C. Clarke himself comes onto the screen, consoles you, and offers you cryptic hints so you hopefully won't suffer the same fate twice. It's comforting to get advice from one of the two men responsible for creating the Raman world.

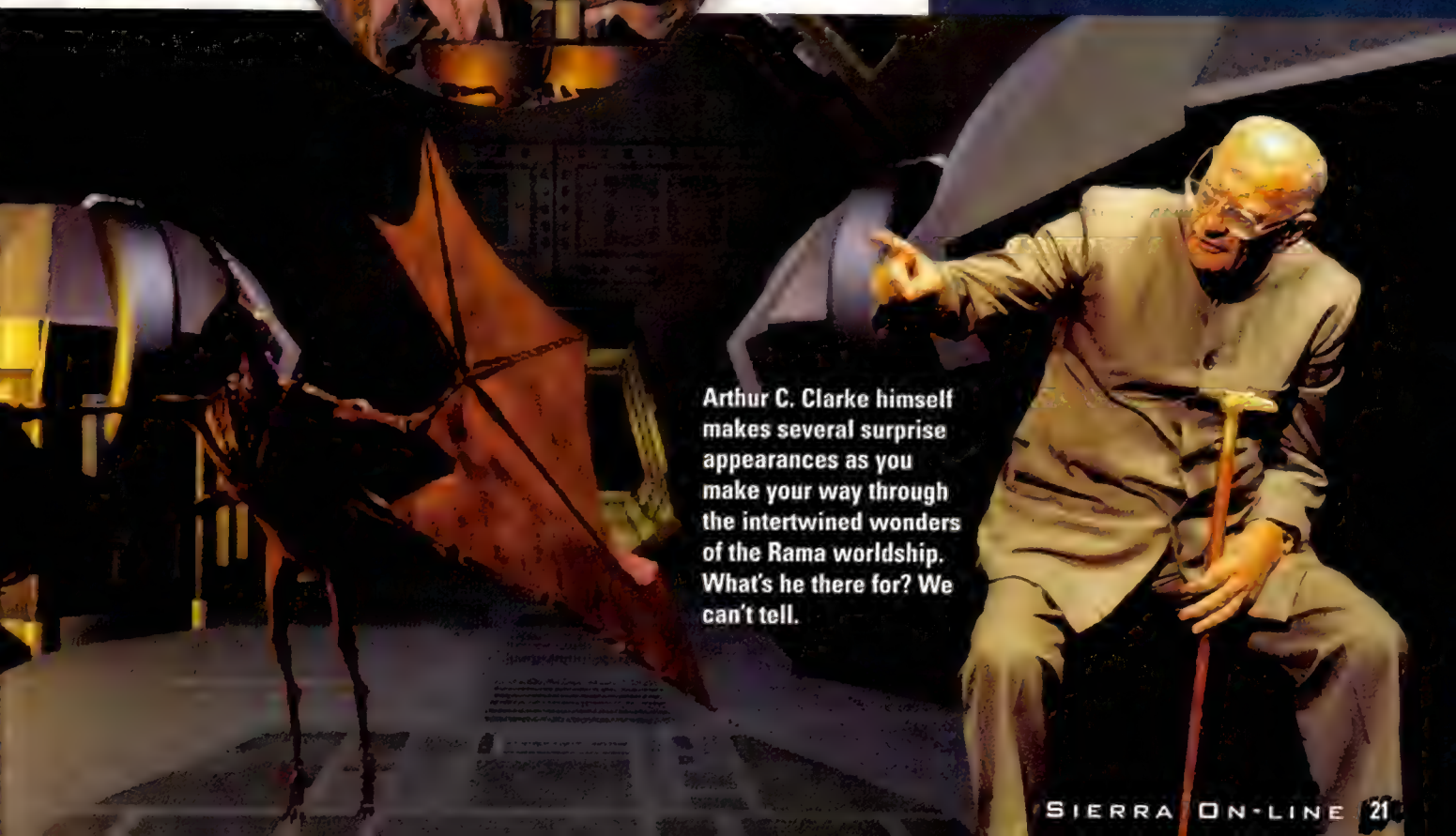
Your mission is to provide executable solutions to every puzzle in Rama and save it from the enemy. But who is the enemy? The Ramans haven't displayed anything but indifference toward human explorers, but their ship is on a collision course with Earth. Will they destroy us or do they merely want to make contact? Is the enemy the humans back on Earth with their paranoia and their nuclear bombs? Nothing is clear to you except that time is running out. Learn by exploring the intricate surroundings of the Rama spacestation, and succeed by identifying the true enemy. *Rama* doesn't ask you to save humankind — that would be too easy. *Rama* puts the future of the entire universe in your human hands.

Rama Surprises

Rama features a special hidden feature, an exclusive preview of *3001: Space Odyssey*—the fourth in Arthur C. Clarke's *Space Odyssey* series. The preview, a complete copy of chapter 11, can be found in one of the data cubes on a table in the Base Camp.

Also included is a special CD containing full-length interviews of the entire Rama exploration crew, carried out by the two reporters on the worldship. What really makes the disc shine is an exclusive, in-depth interview with Arthur C. Clarke on space, the future, and how he became known as the "Father of Satellite Communications," filmed on-location in Sri Lanka. This is a *must have* for any dedicated Clarke fan.

$54.95
Available Now
WIN95 CD, DOS CD
Order Direct: 1-800-757-7707
www.sierra.com/rama/



Arthur C. Clarke himself makes several surprise appearances as you make your way through the intertwined wonders of the Rama worldship. What's he there for? We can't tell.

The Roberta Williams Anthology

Roberta Williams

experience a

An over-the-top collection of 14 games that

journey that

shattered the status quo, and brought

echoes the

adventure gaming into the 21st century.

evolution of

The complete treasury of games from

computer games.

a master storyteller.

14 Full Games
The Evolution of Adventure Gaming in a Box

- Mystery House™
- The Wizard and the Princess™
- Mission: Asteroid™
- Time Zone™
- King's Quest® I: Quest for the Crown™
- King's Quest® II: Romancing the Throne™
- King's Quest® III: To Heir is Human™
- King's Quest® IV: The Perils of Rosella™
- King's Quest® V: Absence Makes the Heart Go Yonder!™
- King's Quest® VI: Heir Today, Gone Tomorrow™
- King's Quest® VII: The Princeless Bride™
- The Colonel's Bequest™: A Laura Bow Murder Mystery™
- The Dagger of Amon Ra: A Laura Bow Murder Mystery™
- Mixed-Up Mother Goose®
- Phantasmagoria® Chapter One

"A history of her work is a history of graphic adventures"
—Dan Bennett, PC Gamer

"Williams could become to multimedia what Edgar Allen Poe was to literature"
—The San Francisco Chronicle

Explore the intricate Realms of Roberta Williams.

The most prolific and successful game designer in the world, she has sold 10 million copies of her games- more than anyone in the history of entertainment software.

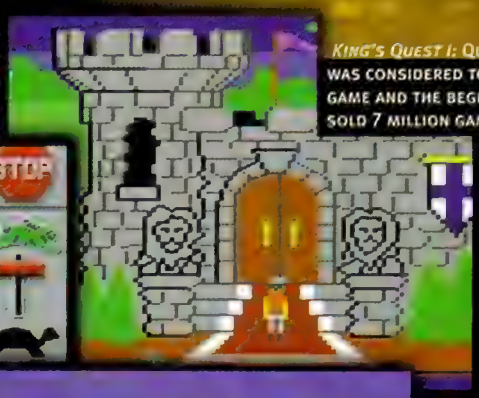
Now, join Roberta on her journey from *Mystery House* to *Phantasmagoria* and experience all the magic along the way.

Whether you're in Dracula's castle, an underground cavern, a mansion cursed by evil, or on a mysterious island, the adventure games of Roberta Williams take you places you've never been-uncharted realms of fantasy and mystery where anything can happen...and probably will.

Since 1980, Roberta Williams has brought the world adventure games that challenge the mind, amaze the senses, and push computer technology to the edge.

Roberta's debut game, *Mystery House* (1980), was the first to combine graphics and text for the personal computer.

Time Zone (1982) is the largest game of its kind ever created, and was selected by the Smithsonian Institute as an example of one of the best computer games of the time.



King's Quest I: Quest for the Crown (1983) was considered to be the first 3-D computer game and the beginning of a series which has sold 7 million games worldwide.

1985 was the debut of *Mixed-Up Mother Goose* -the first adventure game for preschoolers. It remains a favorite to this day.

King's Quest VII (1994) boasted feature film-quality animation and music.

The Perils of Rosella (1988) was fourth in the King's Quest series and the first computer game to feature a female hero. The cutting edge music and sound effects were a first for the industry.

In 1995, Roberta's horror masterpiece *Phantasmagoria* was the first adventure to seamlessly blend live actors and 3-D rendered computer backgrounds.

Available this holiday season

BLIZZARD®
ENTERTAINMENT

NEWS

BLIZZARD STORMS THE GAMING WORLD

Best known for the blockbuster Warcraft series, Blizzard Entertainment rocketed from relative obscurity this year to become one of the world's hottest computer entertainment developers.

The company's first two titles, Warcraft and Warcraft II, have won industry acclaim and shattered sales records worldwide. To date, Warcraft II remains the number-one entertainment title for 1996 and has sold more than one million copies.

With the Warcraft titles well on their way to becoming gaming classics, Blizzard is focused on once again raising the bar in game design and technology. The company's newest titles Diablo and Starcraft promise to continue Blizzard's tradition of creating great entertainment software and setting new standards for the gaming industry.

BATTLE.NET™ LAUNCHES

Experience the excitement of multiplayer Internet gaming—free.

Blizzard's battle.net takes the thrill of multiplayer games to an entirely new level by combining one-click access with free Internet gameplay.

battle.net™

Battle.net provides an arena for gamers to chat, challenge opponents and compete in multiplayer games over the Internet. Diablo is the first Blizzard title to include battle.net.

Access to battle.net couldn't be easier — players simply select the Internet option from the game's main screen, and they are automatically connected to battle.net. Once logged on, players can compete head-to-head against players from around the world.

Blizzard charges no hourly or monthly membership fees to connect to battle.net. In order to play via battle.net, all players need is access to the Internet. The battle.net server is accessible 24 hours a day, seven days a week.

A BEHIND THE SCENES LOOK AT STARCRAFT™

In the tradition of the Warcraft series comes a quest into the far reaches of space and the realms of Starcraft.

In Starcraft, the newest real-time strategy game under development by Blizzard Entertainment, players journey deep into space to restore order to a galaxy on the brink interstellar warfare.

In order to regain control of the galaxy, players face 30 missions in space, on planetary surfaces and within command installations. With each mission, the epic story of the universe unfolds.

Players command one of three species—Terrans, Protoss or Zurg—vying for dominance in the universe. Each species is inherently unique with different technologies, units and abilities.

In addition to extensive single-player gameplay, Starcraft offers the excitement of multiplayer action for as many as eight players over battle.net, the Internet and network.

Starcraft is currently slated for release by next summer in Windows 95 and Macintosh formats.

BLIZZARD IN BRIEF

WARCRAFT® BATTLE CHEST™

The ultimate Warcraft collection hits stores shelves just in time for Christmas. **Warcraft Battle Chest**, a three CD-ROM set, includes Warcraft II, the best-selling PC game of 1996, the Warcraft II expansion set and the game that started it all, Warcraft: Orcs and Humans. The set includes both the PC and Macintosh versions of all three titles.

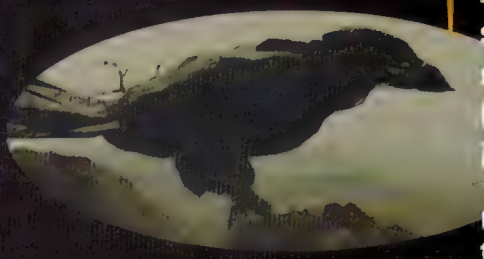
Warcraft II takes the top spot as the number-one selling entertainment title of 1996 according to PC Data. The game recently passed the one million sales mark worldwide.

Need help getting past a tough Warcraft II mission? Blizzard opened an automated **hint line** to provide tips, hints and cheats for all of its available titles. The service is only available within the U.S.; callers will be charged 85 cents per minute. The hint line number is (900) 370- SNOW.

This year's blockbuster hit **Warcraft II** and the Warcraft II expansion set are now available for **Macintosh**. In 1997, Blizzard will release Macintosh versions of Starcraft and Diablo.

For the latest on Blizzard, visit **www.blizzard.com**. To order Blizzard products, call (800) 953-SNOW.

DIABLO



Enter a world where evil has corrupted the land and shackled humanity into unholy slavery. The time for mankind's salvation from the Lord of All Evil is at hand. Destroy the demonic beast or suffer a terrifying fate in which Diablo reigns supreme for eternity.

Diablo is a real-time role-playing adventure that transports players to a medieval village plagued with evil and darkness. As players encounter underworld corridors filled with traps, weapons, magical items and demonic creatures, the truth about the evil force that decimated their village begins to unfold.

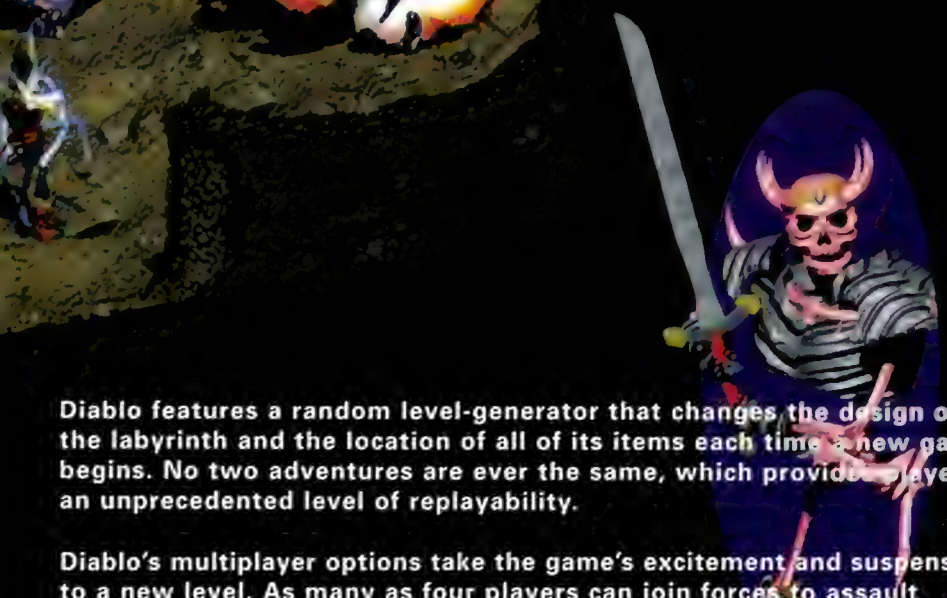
In a quest for vengeance, players assume the role of warrior, rogue or sorcerer and descend into the expansive labyrinth hidden beneath their village. As players venture deeper into the catacombs, they discover weapons, armor, and magical treasures – all of which develop their character's skills and abilities. With every new weapon or spell, players build a more powerful arsenal for their final attack on Diablo.

FORGET DREAMING OF A WHITE CHRISTMAS— DIABLO HEATS UP THE HOLIDAYS

BLIZZARD ENTERTAINMENT

Diablo™

Destroy the Lord of All Evil, Diablo.



Diablo is the first game to include Blizzard's **battle.net**, allowing gamers to compete over the Internet **for free.**

Diablo features a random level-generator that changes the design of the labyrinth and the location of all of its items each time a new game begins. No two adventures are ever the same, which provides players an unprecedented level of replayability.

Diablo's multiplayer options take the game's excitement and suspense to a new level. As many as four players can join forces to assault the labyrinth of Diablo. Multiplayer games are supported over the Internet, network and modem. Diablo is the first game to include Blizzard's new battle.net feature, which allows gamers to compete in multiplayer games over the Internet for free.

Diablo is available this holiday season in Windows® 95 format. For more information, visit www.blizzard.com.

LORDS OF THE REALM II

Wouldst Thou be King?

Pillage and Plunder

Better weaponry costs more up front, but will provide a healthy return on investment when the battle is won.

So thou desirest to wear the crown? Such pursuits are beyond me, though I do have the knowledge thou needest to succeed in *Lords of the Realm II*. Just fill up my flagon, young lord, and lend me your ear...

It's the Economy, Footpad!

The most common cause of failure in *Lords of the Realm II* is overexpansion. True, in the early years of the game, your neighboring counties are usually without castles and defended only by pitchfork-wielding mobs of peasants—it is a great temptation to conquer two or three contiguous regions as soon as you have enough men-at-arms to do so. Yet, that is not the wisest course—unless you are playing against human opponents who pursue a similar strategy.

Remember that a medieval economy is very different from a modern one: it is slow, seasonal, labor-intensive, and produces relatively small amounts of surplus goods. While a good approach is to strive for a balanced agricultural program—dividing your fields equally between wheat and livestock—you can raise populations and happiness levels quickly by following this maxim: "Cows Then Wheat!"

Build a Nation . . .

Empire Building

Careful management of your natural resources ensures efficient weapon production.

Yes, for quick happiness, the "bovine strategy" is the way to go. For the long term, however, wheat is a better option. Though you can only harvest wheat once a year, it takes much less labor to create than cows, which require constant attention.

When you've built up enough surplus food to last three years, it's safe to put your people on half-rations for a while (so the economy won't overheat). Be sure to monitor the situation closely, however, because discontent, when it strikes, has a way of spiraling out of control, and once large numbers of your people start emigrating to other counties, you're in big trouble.

Keep Thy Peasants Happy!

It is imperative to keep your peoples' happiness rating as high as possible. Buying ale from passing merchants always gives that rating a quick boost, but it's a band-aid solution because merchants never seem to be around when you really need them.

A better and more methodical way is simply to not tax anyone for the first few years of game time. Nothing will elevate their happiness rating faster. Once your peasants' rating is in the 90-100% range, feel free to hit them with a sustained 5 or 6% tax rate—you can even go up to 10% for a quick infusion of cash—until the happiness factor begins to decline noticeably, at which point you can trying lowering taxes until you find a happy medium.

Remember that idleness is the Devil's plaything: check your Labor Allocation Slider Bar to see how many unemployed serfs are loitering about. If the peasant icon has a blue outline, you have idle serfs. Put the rascals to work by moving the slider bar until

Raise Armies . . .

the blue outline disappears! Try shifting them from area to area until they "stick". If the number of idle workers ever exceeds the number of gainfully employed ones, you need to re-think your management priorities. Castle-building, blacksmithing, and mining are all good tasks for absorbing excess population.

Raising Armies

The cheapest and quickest army is a mass levee of peasants; against a castleless county whose own army consists mostly (if not entirely) of similarly armed peasants. As a rule, you need at least 50% numerical superiority to defeat a peasants-only force, and numerical superiority of three-to-one to vanquish an army comprised of both peasants and regular soldiers.

When you are ready to raise a standing army, check first to see if your county has mercenaries available. If you have the money, consider hiring them first. True, the initial outlay is high, but a mercenary force comes with its own arms and armor, and buying its services will not have a negative impact on either your population or your happiness rating.

If you do buy the services of mercenaries, it is best to use them quickly. Their seasonal maintenance fee is high, and if just left in idle garrison duty for a year or two, they'll drain your treasury and you gain nothing for it.

Arming your troops is a tricky business, for it takes a large number of hard-working blacksmiths to generate even a modest flow of new arms. If you are visited frequently by merchants, you

Win a Kingdom!

not very impressive from the standpoint of arms, perhaps, but quite sufficient in the early stages of the game to conquer or defend a couple of counties. Your first offensive action is likely to be

Guerilla Warfare

Keep your pikemen on the front lines to protect your vulnerable bowmen.

might consider buying limited quantities of weapons from them, instead of waiting for your own production efforts to bear fruit.

And, while a balanced force is always desirable, it is easier and generally more cost effective (in the early and middle stages of the game) to have a large army equipped with one or two weapons rather than a collection of

Stake Out Your Turf

Build up your counties into thriving, productive communities, and defend it from your neighbors.

small units armed with many weapons. For example: Early in the game, a field army of 100 swordsmen, backed up by as many peasants as you can spare will be more effective—and much easier to control—than an army of 40 swordsmen, 20 archers, 20 Pikemen, and 20 mace-wielders.

Equip Thyself Wisely

Each type of unit in the game has its own strengths and weaknesses, and particular areas of effectiveness. Here's a run-down of the basic weapons and their characteristics:

• **Swords:** The best overall compromise between lethality and cost, these edged weapons are equally effective in attack and defense and marginally superior to maces at close range.

• **Maces:** When shopping for arms, you will generally find that merchants will offer 1.5 maces for the cost of a single sword—a ratio roughly reflects the relative battlefield effectiveness of the two weapons. In other words, a force of men armed with maces will generally prevail against swordsmen only if it enjoys a 50% or higher numerical advantage.

• **Bows:** Archers can repel attacks or soften-up defenses equally well, and are absolutely essential for siege operations. Bowmen deliver high volumes of fire at a moderate range and cost. However, they are extremely vulnerable to close assault (since they are armed only with daggers for self-defense) and must be protected by more heavily armed infantry if they are to survive on a battlefield.

• **Crossbows:** These advanced weapons are much more powerful than regular bows but have a shorter range. You need them to penetrate armor. Their drawbacks? They are frightfully expensive to purchase and the rate of fire is dramatically slower than that of ordinary bows.

• **Pikes:** These wicked pole-type weapons have a long reach and tremendous stopping power. No other hand-held weapon can withstand a charge by mounted knights. They are, however, heavy, and a unit armed with pikes will not move as quickly. For both of these reasons, pikemen are primarily a defensive unit.

The Field of Battle

Before committing to battle, take the time to study the nature of the opposing forces. Tactics and maneuver can, to a certain extent, compensate for numerical inferiority. Are there bodies of water, bridges or other terrain features on this battlefield? A successful commander will use them, and any other advantage, until the process becomes instinctive.

Always protect your archers! If you order them to attack an enemy formation that is out of range, they will often surge forward and open fire impetuously, whereupon they will be charged by the nearest enemy units. Once the range goes down to a pike-staff's length, archers can no longer use their bows and (daggers being no match for maces) will quickly be annihilated. Infantry armed

Castle Siege

Focus your attack on a few key points to overpower the castle defenders.

The Heat of the Fight

Welcome enemy troops with cauldrons of boiling oil, then finish off the few survivors with a hail of arrows.

with pikes or edged weapons should be positioned so as to screen your archers from direct attack.

Pay close attention to your units' status bars before choosing your tactics! Numbers alone do not tell the story. Each battle in *Lords of the Realm II* has its own "unit scale"— i.e., a certain number of soldiers-per-unit is the norm for that engagement. The scale may be as low as four/unit or as high as 32/unit. It is perfectly possible for two armies to appear roughly equal, but for one army to outperform the other by two-to-one because most of its units' status bars are wholly green while the enemy's units display bars are half-red.

Making Siege

When you move from the battlefield to siege warfare, be prepared to shift your whole attitude towards combat. Whereas conventional battles resolve themselves swiftly, sieges may take several seasons to conclude. Whether you are trying to storm a castle or defend one, sieges require patience and methodical planning.

While most sieges end in a desperate battle within the castle walls, you'll spend much more time either trying to breach those walls or trying to prevent the enemy from doing so. Archers really come into their own in siege warfare, and if you expect a siege, you may want to reorganize your army a season or two in advance so that you have more of them.

Before you can storm a castle, you must thin the ranks of the defenders. Only massed arrow-fire can do that. Once you've whittled down the besieged player's firepower, you can roll up your siege towers and battering rams with confidence that your crews will not be slaughtered.

As a defender, you should be very careful about when you deploy the boiling oil vats. You only get a certain number of them per castle, and once they're used up, your ability to repel an assault diminishes greatly. Save the boiling oil for use against troops. Its effects can be painfully spectacular, if not decisive.

And finally, a word about guerrilla warfare. Such strategy is possible in this game, and is especially useful to players who are not strong enough for a full-scale conquering campaign but who still want to inflict harm on their enemies. Under certain conditions, you can send armies into enemy territory to burn his mines, sawmills, and villages. If your army can cross these locations and withdraw before an enemy force can bring it to battle, you can do grievous harm to your neighbor's economy.

Of course, if you're planning to capture that same county any time soon, you'll also be doing damage to your own economy— those pillaged locations cannot be made operational without many seasons of effort devoted to rebuilding them.

"Save the boiling oil for use against troops. Its effects can be painfully spectacular, if not decisive."

Enough strategy—the rest is up to you. Go forth and conquer. *Lords of the Realm II* can be won with benign leadership, smart resource management, heart for your peasants, and bravery on the battlefield. The competition for the throne will be fierce. But this is your chance to make history and be the King of England.

by William Trotter

$54.95
Available Christmas '96
WIN95/DOS CD
Order Direct 1-800-757-7707
www.sierra.com/games/Lords2

Just in time for the holidays!

"1996 Game of the Year" —Computer Gaming World

Gabriel Knight: The Beast Within

including the BONUS Novel:

Sins of the Fathers

(based on her best-selling CD-ROM game!)

"With the novel, I had a chance to get more into the backstory, fleshing out the characters and going more in-depth about who and what they are."

—Jane Jensen

Every holiday needs a little suspense, mayhem, and psychological terror (not including the traditional family get-togethers). This year, try something a little different. It's just as scary, just as thrilling, and just as involving—only it doesn't include any relatives (unless, of course, you have a Schattenjager in your family).

Jane Jensen's award-winning thriller CD-ROM adventure *Gabriel Knight: The Beast Within* is now available—for a limited time—in this special offer for Christmas. And since it is the season to be giving, Sierra has generously included Jensen's soon-to-be-released novel, *Sins of the Fathers* (not in bookstores until February 1997), based on her CD-ROM game.

"With the novel, I had a chance to get more into the backstory, fleshing out the characters and going more in-depth about who and what they are," explained Jane. "This gives the player a better understanding of the game and should add a lot to the gaming experience."

So, this holiday forget the usual cast of characters—you know, reindeer, elves, and the guy in the red suit—and instead, experience a little voodoo, learn about werewolves, and try to figure out crazy old King Ludvig II of Bavaria. It's a great escape and a great way to start the new year.

Look for the third CD-ROM game of the ever-popular *Gabriel Knight* series in 1998 and the upcoming novel, *Sins of the Fathers.*

$49.95
WIN-DOS CD,
MAC CD

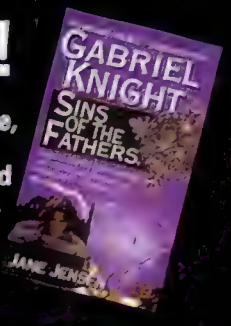
Order Direct
1-800-757-7707

InterAction Exclusive Offer!

Here's Your Chance to Win an Autographed Copy of the Novel Sins of the Fathers, Before It's Released!

If you already own the CD version of *The Beast Within*, and just can't wait until February to get your copy of the *Sins of the Fathers* novel, read on. Be one of the first 100 readers to submit a 3x5 card with your name, address, and phone number to:

Or, if traditional contest methods aren't your style, check out the *Gabriel Knight* page on the SierraWeb site at: www.sierra.com/games/gk and register to win there. It's easy to win with Sierra.



Sins of the Fathers Novel Giveaway
Attention: InterAction Magazine
P.O. Box 53008, Bellevue, WA 98015-3008

No purchase necessary to win. The first 100 entries received by Sierra will be awarded a first run edition of the book Sins of the Fathers autographed by Jane Jensen before its general release to the public in February 1997 (approx. value $5.99). Winners will be notified by U.S. mail. Prizes are not transferable, and may not be redeemed for cash. Taxes, if any, are the sole responsibility of the winner. This contest is good in the United States only. Winners may be required to sign a Release Form authorizing use of Winners' name and likeness for promotional purposes, if requested by Sierra. For the name of the Winners, send a self-addressed, stamped envelope to: Sins of the Fathers Novel Giveaway Attention: InterAction Magazine; P.O. Box 53008, Bellevue, WA 98015-3008 after March 1, 1997.

Advanced Dungeons&Dragons®

BIRTHRIGHT™

Sierra and TSR Invite You To Claim Your DESTINY

By John Sauer and David Senan

Sword swingers, spell casters, and anyone with a desire to become a brave soul in another place and time—take notice. The Master of PC Fantasy Role-Playing Games (FRPs) is back with a new title that will take you to a world ripe with adventure, ancient myth, and powerful magic. Not since the 1994 release of Sierra's *Betrayal at Krondor* has any company delivered FRPs of this caliber. Now Sierra is returning to the genre with *BIRTHRIGHT™: The Gorgon's Alliance™*.

"*BIRTHRIGHT: The Gorgon's Alliance* takes FRPs to new, epic levels as an "SRP" (Strategy Role-Playing) title."

The D&D® Game Legacy

BIRTHRIGHT is the computer version of the most recent world created for the immensely popular *ADVANCED DUNGEONS & DRAGONS®* series from TSR®. Licensed exclusively to Sierra, *BIRTHRIGHT: The Gorgon's Alliance™* takes fantasy role-playing games to new, epic levels as an "SRP" (Strategy Role-Playing) title. The game offers the unique combination of a traditional role-playing game, the realm building of a strategy/war game, and the high intensity battles

BIRTHRIGHT, ADVANCED DUNGEONS & DRAGONS, AD&D, D&D, DUNGEONS & DRAGONS, The Gorgon's Alliance, and the TSR logo are trademarks of TSR, Inc. and are used under license.

When controlling multiple players, you can assign any or all of their combat tasks to the computer.

of a riveting action game. This cross-genre pioneer redefines computer gaming and propels players into magical adventures in a mystical land.

Though *BIRTHRIGHT* comes to you as a state-of-the-art, 3-D multi-media game (featuring first- and third-person views, and ultra-high scalable resolution), it's integrally tied to TSR's *BIRTHRIGHT* role-playing game.

Located in Lake Geneva, Wisconsin, a picturesque resort town near Milwaukee, TSR brought fantasy role-playing games to popularity with the first *DUNGEONS & DRAGONS® (D&D)* fantasy role-playing game in 1973. *D&D* quickly became a staple form of entertainment among gamers nationwide (and still has a fanatic following today). Journeys into these fantasy worlds often became marathons lasting 14 hours and more. The *D&D* product line expanded over the next 23 years into many new realms and venues, giving rise to the *ADVANCED DUNGEONS & DRAGONS* game.

One of the first to bring these games to computers was Bob Clardy, president of Synergistic Software, the newest member of the Sierra family. His fascination for computer-oriented FRPs has remained strong over the years and has recently culminated in the development of *BIRTHRIGHT* for the PC.

"*BIRTHRIGHT* is a dream come true," says Clardy. " I was an early *D&D* gamer. Now I'm designing the ultimate *AD&D* PC game. Today's computer technology gives us the power to make users feel they're existing in and interacting with the *BIRTHRIGHT* world. Fantasy worlds have never been more real."

"I was an early D&D gamer. Now I'm designing the ultimate AD&D PC game... Fantasy worlds have never been more real."

—Bob Clardy, BIRTHRIGHT Designer

Magic, Mystery, and Battles to the Death

You begin your adventure into the rich, magical world of *BIRTHRIGHT* as a king descended from the bloodlines of heroes and gods. As the heir to one of 17 possible realms within the Empire of Anuire, the subjects, resources, and treasures within your kingdom are completely under your control. As a descendant of a major bloodline, you may have significant powers or magical abilities which can develop into powerful skills as your experience increases.

The team actually engaged in swordfights (in armor, of course) to learn the mechanics of combat.

You can control large armies just as easily as small parties in combat.

First on your kingly agenda are quests for magical relics, treasures, and allies to thwart the evil transgressions of enemies such as the *awnsheghlien* (pronounced "awn-SHAY-lin," the elven word for "blood of darkness"). Many of these shape-shifting creatures are two thousand years old and would love to use their trickery to steal away some of the strength(s) allotted you by blood.

In-depth map views allow you to control the goings-on in your kingdoms from afar.

Your journey into the realms of Anuire takes many forms. Alone you quest and fight in first- or third-person views. You can assemble parties for classic FRP-style adventures, and in the role of king, command armies into battle. Whether you are searching for talismans, battling enemies, or practicing diplomacy in the courts of potential allies, there is enough richness and depth in interface and game play to keep every player deeply absorbed.

A Different Adventure Every Time

Deciding whom to ally with, whom to wage war against, and how to build up strong enough forces to conquer the powerful forces of evil throughout Anuire is critical to your success in the game. Each adventure is completely unique. You can choose to be one of 34 different Regents in any of 17 possible realms. As a Regent there are 20 different actions you can control. These range from maintaining your holdings and building troops to conducting diplomacy and creating an economic infrastructure. The result is many different scenarios each time you enter the world of *BIRTHRIGHT*.

In addition to this outstanding variety, *BIRTHRIGHT* has built-in support for LAN and head-to-head modem gaming. You can also choose to play a thoughtful turn-based game or a fast-paced, real-time, action-oriented game. When you raise swords with the Gorgon, you can watch the battle as it plays out blow by blow, or you can simply have the AI give you the results. The choice is yours—perfectly fitting for the would-be Emperor of Anuire.

BIRTHRIGHT brings imagination to life like no other fantasy role-playing game ever has. Shrewd and timely alliances, careful attention to your subjects, and courage in the face of certain death will help you in your pursuit of ultimate power. Your success is measured not only by what you have, but also by what you are able to keep. So get ready—the armies are preparing for war and an empire is up for grabs. Somewhere in Anuire a king will become a hero—and a hero will be crowned Emperor.

The *BIRTHRIGHT* team with a few of their more specialized game design implements.

Go head-to-head in real-time modem combat against deadly menaces—your friends.

$54.95
Available Christmas '96
WIN95 CD, DOS CD
Order Direct: 1-800-757-7707
http://www.sierra.com/games/birthright/

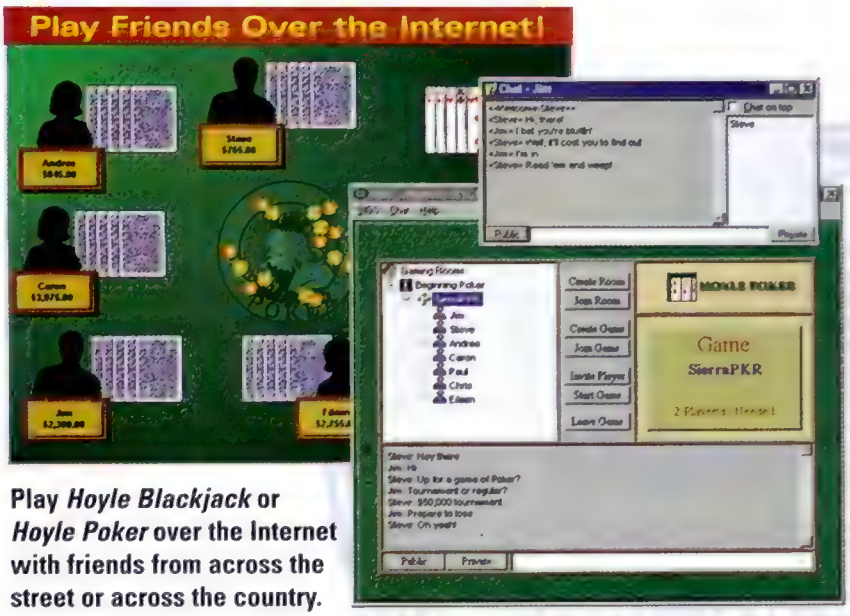
THE HOYLE SERIES: A Phenomenal Success Story

by Nancy King

Back in early 1995 Sierra decided to relaunch one of its best-selling titles, *Hoyle Classic Games.* Producer Steve Van Horn was chosen to lead the creative team that would rework this all-time favorite. The team's assignment was to take full advantage of the newest computer technology, the latest graphic developments, and, most importantly, reinvent what gamers think of card games. "It was a big challenge," explained Steve. "With *Hoyle Classic Games,* we were asked to take a best-seller and make it better—raise the quality standard, if you will, on one of the most popular Sierra games. So we added interactive play, characters with attitude (some outrageous and some obnoxious), and lots of laughs. We felt humor was a key to making this an even better game. Because it's loaded with humor, it's fun to play."

Well, the numbers are in and Steve and his team have done it. Released a year ago, *Hoyle Classic Games* is the Number One-selling card game available on the market today. Critics love the rich graphics and easy game play; gamers appreciate the interactive play that adds new dimensions to the games. And now Mac users can experience it as well. *Classic Games* for the Mac will be released just in time for Christmas.

Using *Classic Games'* momentum as a springboard, Sierra had the team produce *Hoyle Solitaire* and *Hoyle Blackjack.* Both were released last Summer and have followed in the steps of *Classic Games*, both hits with critics as well as gamers. The latest *Hoyle* game, *Hoyle Casino,* has just been released and Poker lovers, mark your calendars because *Hoyle Poker* is next.

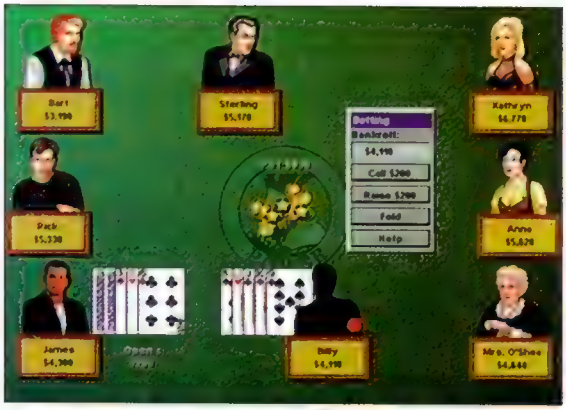


Play *Hoyle Blackjack* or *Hoyle Poker* over the Internet with friends from across the street or across the country.

A Winning Formula

So what's the secret? What has made the *Hoyle* Series so popular? After some thoughtful consideration, Steve explained, "It might seem like a pat answer but we really have a good solid team with a lot of creative and talented people. People really like their jobs. For instance, if you were to ask Lead Programmer Earl Malmrose for one of the reasons he had for leaving his aerospace job, he would tell you, 'making games is

The Hoyle team took the best-selling *Hoyle Classic Games* and elevated it to the next level with *Casino.*



Gamers get an on-line tutorial with *Hoyle Poker.*

more challenging and fun.' "

An outstanding example of the team's creativity at work is illustrated (no pun intended) by the *Casino* characters. "Rabih AbouJaoudé, lead artist, and fellow artist Heather Ivy would draw renditions of what sort of characters should be found around the Blackjack and Poker tables," explained Steve. "Then the team would get together as a whole and discuss what we liked or didn't like about them. I think one of the reasons this worked so well was the camaraderie that developed from these open sessions. It was a classic example of true teamwork."

But just to be sure they were on track, the *Hoyle* team took it one step further. "We hired a research firm and presented our ideas before a focus group," emphasized Steve. "We found this additional feedback immensely helpful."

But these characters aren't all just pretty faces. They have attitude and they got it from a real professional, comedian Rodney Sherwood, who did most of the voices on the last two *Dr. Brain* projects. "I think fate has something to do with our success too," added Steve. "Our Hoyle Designer Jim Love was on vacation when I called to see if he could come in and interview for the designer job. I left a message on his machine and he called me back from Las Vegas. Call it coincidence or fate, but the fact that Jim was in Vegas when I called sure indicates to me that it was just meant to be."

Something for Everyone

With the addition of *Hoyle Casino* to the *Hoyle* line-up, why is Sierra bothering to offer Blackjack and Poker as single games? Steve was quick to answer that one. "That's easy—because they are *not* the same games. A key difference with *Hoyle Blackjack* and *Poker* is they offer intensive on-line tutorials that teach the novice and experienced gamer something new, like the many different variations of the game (including wild card variations in Poker) and betting tips. Both even include detailed statistics on the betting and game play of every player."

"With *Hoyle Casino* on the other hand, Poker is played strictly according to casino rules with fixed bets. And you have to remember that Poker and Blackjack are just a part of the casino experience. In addition to those games, *Casino* also offers craps, 30 slots, and a fully rendered 3-D roulette wheel and table. The casino experience puts a whole new spin on the games. I think gamers will find all the *Hoyle* titles a lot of fun and challenging. I also see them wanting all of them because they are so different."

Deal Them on the Internet

"A new feature that I'm really excited about in *Hoyle Blackjack, Hoyle Poker,* and *Hoyle Casino* is that they all have Internet play capabilities," said Steve. "It's a '90s twist on the old Friday night card game, since you can have players from the next city or country at the table. We found this out firsthand when we Beta tested Poker and Blackjack on the Net. One regular player was from Scotland, which just goes to show you the worldwide appeal these games have. The only thing missing from our games were cigar smoke and potato chips."

Are you ready for a Jackpot at the Slot Machines? Watch 'em spin.

A Winning Hand Every Time

The *Hoyle* card games have been phenomenally successful. Maybe it's because they offer state-of-the-art technology unmatched by other games. Or it could be the superb graphics rich in details. Then again, maybe it's that everyone loves playing *Hoyle's* traditional card games on the computer. It's probably all the above. Make your holiday shopping easy this season and give *Hoyle* card games, a sure winner every time.

The *Hoyle Classic Games* Series is still popular after its 1995 launch.

Doin' the Time Warp of Dr. Brain

by Stephen Negron

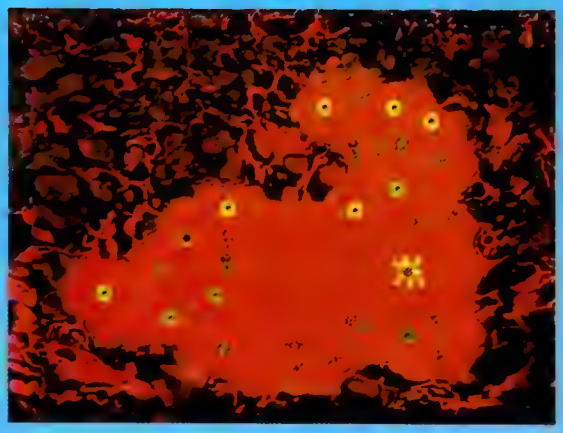
Dr. Brain is at it again! This new adventure in the popular series continues the Dr. Brain tradition of building mental muscles with all-new puzzles, a zany time-travel twist, and fun-filled adventures so wild that you know the dear Doctor must be in the thick of things.

Never before has Dr. Brain been so realistic and compelling. With hot new 3-D Studio-rendered characters, CD-quality music and audio (and more attitude than ever before), *The Time Warp of Dr. Brain* fits the bill for new and exciting!

This adventure unfolds as Dr. Thaddeus P. Brain is back in his lab working on a space-time (Dis)Continuum formula. As you might expect, he has gotten so caught up in his work that he's accidentally zapped himself all over time, and it's up to you to bring him back to the present. No easy feat, considering you'll have to travel from the primordial to the future and along the way solve the greatest puzzles of all time! Warning!! To do this, you'll have to think like Dr. Brain himself!

Time Warp features 10 unique puzzle areas. Each one corresponds to a different era in history from Primordial Soup to Space Shop Construction. And you don't have to play them in a certain order, so getting stuck doesn't mean the end of the game! Play the space arcade game to warm up and sign in, and start the quest to bring back Dr. Brain.

Like the Codie Award-winning *The Lost Mind of Dr. Brain, Time Warp* has been built on Howard Gardner's *Theory of Multiple Intelligences* and Paul D. Maclean's *Triune Brain Theory.* The puzzles will help develop skills from sequential programming and motor skills to what-if analyses and sign language. They are as fantastically addictive as they are educationally challenging.



The choice is easy—eat or be eaten. It's that simple (sort of) to play Primordial Soup.

In

Primordial Soup

In the Primordial Soup game we see ourselves in the beginning of time as an amoeba, scrounging around for food, fighting off viruses, fusing and separating, trying to dominate all the other amoebas in a big murky pond of ooze. Feel the power of Internet play as you navigate through a minefield of viruses. Dash around as viruses try to attack your cells and spawn new viruses. Bring an infected cell near your opponent and watch it explode with viruses as it infects the enemy! Dominate the pond! Eat or be eaten! Arrr! Arrr! Arrr! More power! But seriously, now, with the Internet play option, Primordial Soup is the most interactive game of the bunch. Connecting to Sierra's Internet Gaming System (SIGS) allows you to compete against and chat with live opponents. If you got nothing else in *Time Warp*, this puzzle area alone would make it worthwhile.

Beaver Dam

In Beaver Dam, you'll have to battle the river flow with stray logs, an evil otter, annoying northern pike (a fish with sharp teeth), and some playful turtles to build a dam across a riverbank. This is easy at first, when all you have to do is balance a bunch of branches on your nose and push them over to one of two banks. It gets more difficult when the water current increases in speed and more debris begins floating downstream—so that what was once a stream in the Novice level turns out to be a raging, debris-filled river in the Genius level. The spans get longer as the level of difficulty increases. It becomes harder to scare the otter away as you become more preoccupied with other obstacles. Organize your thoughts on building, and do what's most important first as you learn some interesting principles of physics and fluid dynamics. Ordering your priorities is key. Hint: Don't swim too close to the bottom of the screen.

Alchemy

Most of the time, introducing a child to algebra is about as exciting as introducing him or her to cauliflower. Except here. The key skill in this area is linear equations. 2*x* of this, plus 1*y* of that minus 2*z*...can sound horrible if it's not presented by Dr. Brain. But show an old Alchemy laboratory with a contraption (that includes funnels and gargoyle heads) that whirls and twirls, hisses and spits, in a game where you have to match the four properties of a sample, and kids go wild as they work to learn this stuff. Just don't tell them it's algebra!

To start the game, you get a sample element in a jar on the good Doctor's table. All you have to do is use the chart to match the elemental properties without letting your mixture turn into sludge. With 60 games, four properties (temperature, weight, sound, and color), the ability to reverse the

Unlock the secrets of the universe, or algebra at least, as you mix and measure, boil and toil in the alchemy lab with Dr. Brain.

process, and Dr. Brain always present, the YUK word (algebra) won't come up often.

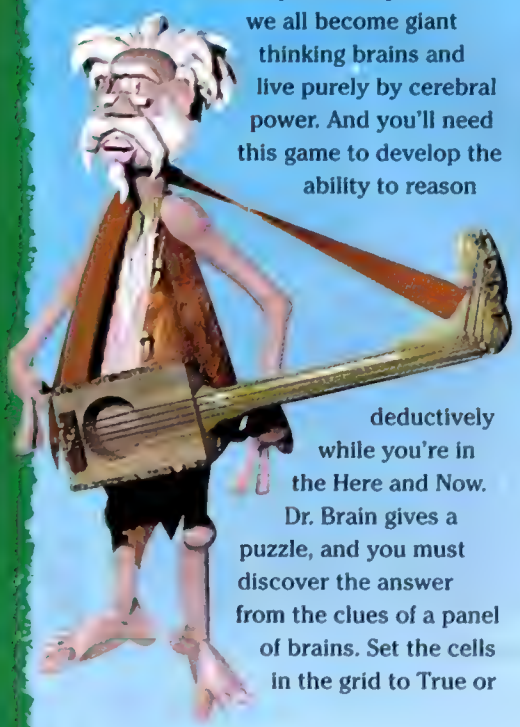
A job that's out of this world. Grab your hammer and O_2 tank and catch the next shuttle into space. You're building a space station.

Space Shop

Do you like to build stuff? Can you assemble things without looking at the instructions? Do you want to be able to? Practice Space Shop! Suddenly, you're transported into outer space where you are part of a construction crew building space stations. At the Novice level, you'll have to build stuff in a 3x3x3 grid. First, analyze the plans, then choose the correct pieces, choose the correct orientation, then teleport the piece to the construction site. Sound easy? Just wait 'til you graduate to the 5x5x5 grid of the Genius level. You will learn to use your imagination to visualize and build increasingly complex objects. Hint: Don't submit the construction for approval too eagerly.

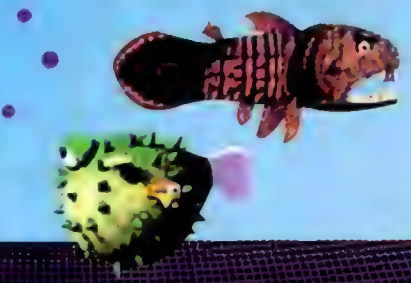
Brainwaves

In Brainwaves, Dr. Brain gives us a glimpse into the infinite future of humanity's development—we all become giant thinking brains and live purely by cerebral power. And you'll need this game to develop the ability to reason deductively while you're in the Here and Now. Dr. Brain gives a puzzle, and you must discover the answer from the clues of a panel of brains. Set the cells in the grid to True or False. You win when only the proper True cells are selected. HELP, Dr. Brain! We need more brain power!



Other wild, brain-building puzzles include navigating a lung fish through a cavern maze (without running out of oxygen) in Spelunking; remembering sequences of stashing and retrieving eggs in Incubation (Lizards & Eggs); re-create a musical sequence to prompt a Caveman band in Caveman Rock; beat the signing gorilla at his own game before he makes a monkey out of you in Monkey See Monkey Do; and explore the most fun you could ever have as a traffic controller in a futuristic grid-locked city.

Three levels of difficulty (Novice, Expert, and Genius) will challenge all members of your family. If you get stuck, you can call on Dr. Brain anytime for built-in help. He's always available to provide hints or make you laugh with his off-the-wall comments! This dazzling, multimedia experience features brain-expanding fun for the entire family. *The Time Warp of Dr. Brain* is recommended for ages 12 through adult, so don't let your kids stop you from playing.



That's some Brain Power you're up against when you face the esteemed panel of "brains." Show them your gray matter in this cerebral meeting of the minds.

Call 1-800-757-7707
Order Direct From Sierra

Get Print Artist 4.0 FREE!

The Easiest Way To Get Your Photos Into Your Computer!

Introducing EasyPhoto™

EasyPhoto is the easiest way to use your favorite photos on your home or office PC. You can add photos to letters, flyers, reports, school projects, family newsletters, greeting cards and much, much more. Plus, for a limited time, we'll give you Print Artist 4.0 absolutely FREE when you order EasyPhoto from Sierra Direct. You'll save $49.95!

Includes The EasyPhoto Reader...

All you need is Windows and a your CD-ROM drive. Just plug the EasyPhoto reader directly into the back of your PC and drop a photo in the unique feeder tray for hands-free, goof-proof scanning. EasyPhoto uses advanced compression technology, so your photos won't take up much hard disk space. And you can drag-and-drop photos from EasyPhoto right into your favorite software with ease!

Drag your photos directly into your favorite software programs!

Plus EasyPhoto Software...

EasyPhoto software makes it easy to organize, enhance and print your photos. You can create photo galleries for different subject, and add captions and titles to every shot, so finding your favorite photos is a snap! You can resize, rotate and crop your photos with a few mouse clicks. And you can adjust exposure, modify colors and remove scratches to make your photos look their best! Plus, EasyPhoto uses exclusive ClearPrint technology to give you the best printing from inkjet and laser printers. So you can make sharp, colorful reprints right from your desktop!

... And Print Artist 4.0 FREE!

The new creative powerhouse gives you everything you need to create thousands of different projects!. It's a snap to add your photos to greeting cards, banners, stationery, signs and many other professional designs. Plus, Print Artist 4.0 includes 10,000 full-color graphics, 300 expressive typestyles, thousands of special effects for text and graphics, and much more. It's perfect for anybody who wants to create impressive, eye-catching graphics without the expense or trouble of high-end programs. And it's yours FREE with EasyPhoto.

EasyPhoto Reader PLUS Print Artist 4.0, a $250 value

Special Offer . . . . .Only $199.95

The Sierra No-Risk Guarantee!

We guarantee you'll be blown away by every Sierra product. In fact, if you are not 100% satisfied, just return the complete package within 30 days for an exchange or a full friendly refund.

Special offer expires January 31, 1997. Not valid with coupons or other special offers. EasyPhoto is a trademark of Storm Software, Inc.

Make Your Racing Action Even More Exciting

Thrustmaster Save $30 Formula T2 Special Offer

Give yourself an edge when you race with NASCAR® Racing 2 or IndyCar® Racing II. Get the Thrustmaster Formula T2 driving controls with a heavy-duty ten-inch steering wheel, a realistic short throw shifter and a sturdy floor console with gas and brake pedals. Wrap your fingers around the thickly padded race-ready steering wheel and power-shift through the gears just once and you'll never go back to joystick racing again! Choose a special value bundle with NASCAR® Racing 2 or IndyCar® Racing II and you'll save $30!

Thrustmaster T2 with NASCAR Racing 2 . . . . . .only $149.95

Thrustmaster T2 with IndyCar® Racing II . . . . . .only $149.95

Thrustmaster T2 only ***$129.95***

Thrustmaster T2 runs under MS-DOS 5.0 or newer

Experience head-to-head 700 hp racing with the all-new NASCAR® Racing 2.

Run qualifying, single races or a full season with 15 tracks from the IndyCar® circuit.

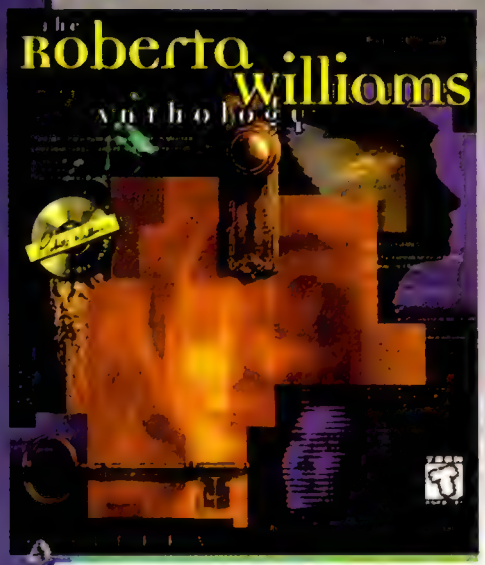
Hardware products and special software bundles are not eligible for Free Bonus selections.

Call 1-800-757-7707
Order Direct From Sierra

The Roberta Williams Anthology

14 Classic Games!

The Complete Evolution of Adventure Gaming in One Box.



Whether it's Dracula's castle, an underground cavern, a mansion cursed by evil or an enchanting fantasy kingdom, the adventure games of Roberta Williams take you to uncharted realms of fantasy and mystery where anything can happen...and probably will. Since 1980, Roberta Williams' adventure games have challenged the mind, amazed the senses and pushed computer technology to its limits. Now, one incredible anthology traces the entire journey with 14 DOS and Windows games.

For DOS/Windows: Includes all seven award-winning King's Quest games, plus two spellbinding Laura Bow Murder Mysteries, the children's classic Mixed-Up Mother Goose and Chapter One of the terrifying 1995 hit Phantasmagoria. Also includes Mystery House, The Wizard & The Princess, Mission: Asteroid, and Time Zone.

The Roberta Williams Anthology
14 Award Winning Games . . . ***Only $54.95***

King's Quest adventures have sold over 7 million copies, easily the most popular adventure series of all time.

Mixed-Up Mother Goose, the first adventure game for preschoolers, remains a favorite to this day.

The Laura Bow Mysteries show a more intense side of this talented game designer.

DOS/WIN CD

Two Hit Games Only $79.90!

SAVE $20 With The EarthSiege Battle Bundle

Now you can get the top-ten strategy hit MissionForce: Cyberstorm PLUS the explosive EarthSiege 2 for one earthshakingly low price. Just order the EarthSiege Battle Bundle direct from Sierra and you'll save $20.

EarthSiege Battle Bundle
A $99.90 value . . . . . . ***ONLY $79.90***

WIN 95 CD

SAVE $50!

The Front Page Sports™ Bundle - Only $114.85

Get three top-selling Front Page Sports games together in one amazing bundle and save $50. Includes the all-new Front Page Sports: Golf, the updated Football Pro '97 and the incredible Baseball Pro '96.

The Front Page Sports Bundle
A $165 value . . . . . . ***ONLY $114.85***

WIN 95 CD

SAVE $10!

Total Racing Action!

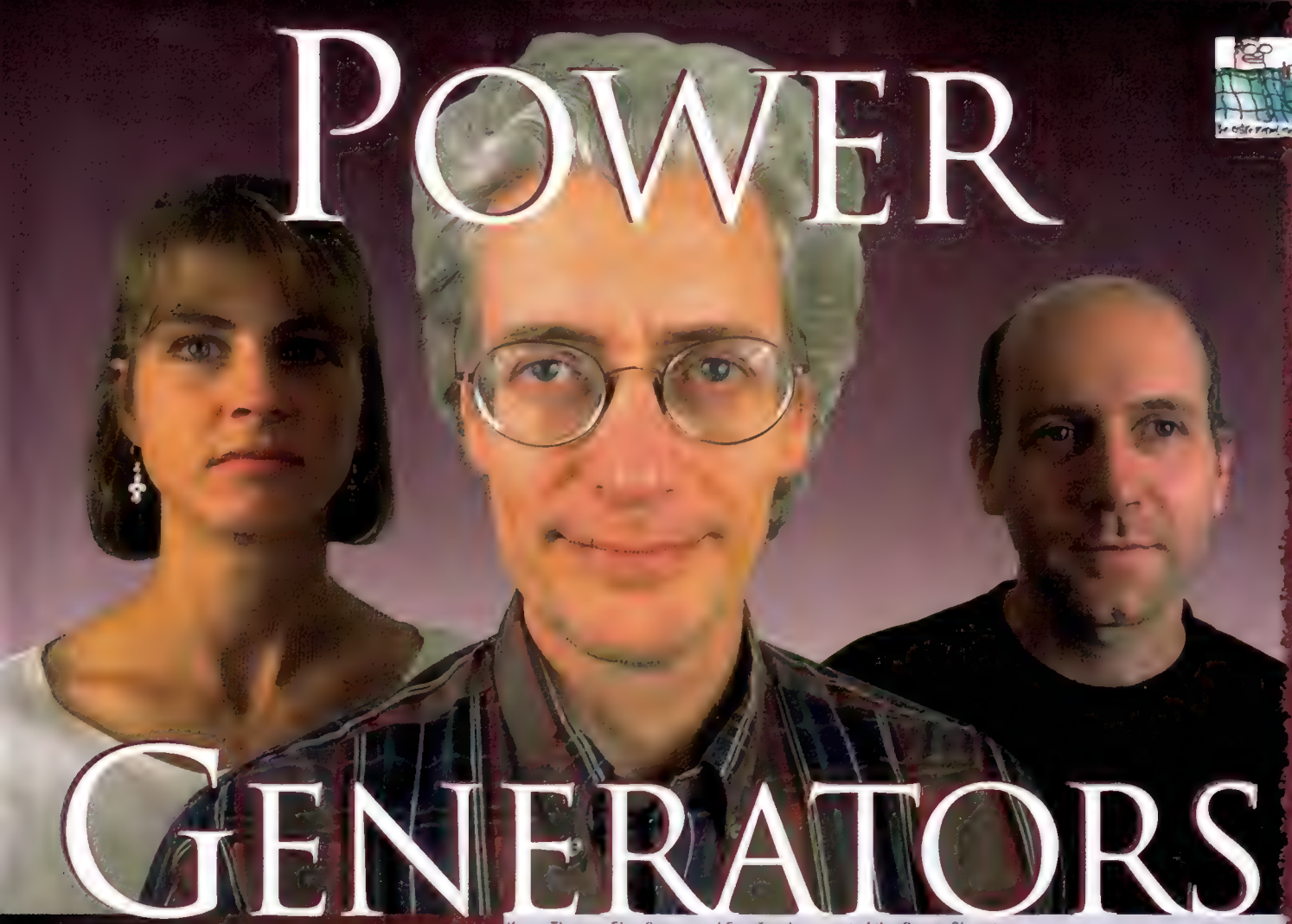
Get the newest racing action with NASCAR® Racing 2 and IndyCar® Racing II together worth $99.90 — for the special offer price of just $89.90. Just call Sierra Direct and ask for the Total Racing Bundle today!

The Total Racing Bundle
A $99.90 value

WIN 95/DOS CD

Hardware products and special software bundles are not eligible for Free Bonus selections.

POWER GENERATORS



Karen Thomas, Elon Gasper and Eric Tangborn, part of the *Power Chess* team.

IN THE LAND OF COMPUTER CHESS GAMES, THE ONE THAT "SQUIRMS" IS KING.

by David Senan

About two years ago, Sierra decided to change computer chess forever. The first challenge was getting into the heads of computer chess players and addressing what they were missing in computer chess games. The second order of business was putting together a strong development team capable of creating a game that appeals equally to hardcore chess players and beginning chess enthusiasts. The result is *Power Chess*, a game so unique International Grandmaster and two-time U.S. chess champion Larry Christiansen calls it "the first innovation in chess programs in more than a decade."

To understand what makes *Power Chess* so unique, it is important get to know three keys members of the development team: Lead Designer Elon Gasper; International Chess Master and Programmer Eric Tangborn; and Associate Producer Karen Thomas. Elon's expertise in computer game programming and love for the game of chess make him the perfect leader of the team. Eric's intimate knowledge of the game of kings and his ability to smoothly translate its nuances onto the computer make him invaluable to the *Power Chess* team. Karen's varied background in graphic design and computer game production assures that *Power Chess* looks and feels more polished than any other computer chess game ever produced.

These three power generators bring very different perspectives to the design of what *Computer Games Strategy Plus* calls "the finest innovation in serious chess products ever to hit the streets."

An Adaptive Opponent That Would Be King

Elon's love for the game of chess has led him into one of the most challenging and intriguing projects of his life: developing a computer chess game that actually makes improving your skill fun. Other chess games available don't accurately simulate what it's like to play chess against another human. Enter the first adaptive opponent ever to hit computer chess—the Power Chess King. As you play against the King, he adapts so that he always plays just a level above you. As your game gets better, so does his. He is always the perfect challenger, pushing you in every game to do your very best. Up until now, PC chess games pitted players in "death matches" against invincible chess engines that chewed you up and spit you out. That wasn't acceptable.

The *Power Chess* King is an adaptive opponent, who always plays just a few levels above you.

"What we've done with *Power Chess* is give you a real opponent that simulates what it is really like to play against another human. We've addressed the shortcomings of other chess products by giving people an adaptive opponent, the Power Chess King," explains Elon.

The King addresses the emotional side of the game. Humans are psychological creatures and part of the fun of playing chess is forcing your opponents into making mistakes. "The problem with playing chess against a computer is that they don't make mistakes. They don't play with emotion, they don't squirm—until now." In the Power Chess King, you get an almost human opponent that improves your game by making you stretch yourself every time you play him. No other computer chess product has ever done that.

From One Master to Another

Face it, no matter how good you are at chess, wouldn't it be great to have your own personal coach? Someone to watch your every move in every game? Someone to analyze your moves and offer instant feedback and advice? No one knows the value of a coach better than Eric Tangborn. Eric is an International Chess Master and his international rating of 2455 places him in the top 50 players in the United States. His expertise at both chess and game programming makes him a valuable member of the *Power Chess* development team. "The Power Chess Queen

The Power Chess Queen watches your games with the King and offers immediate feedback.

provides instructive comments to players of all levels. Powered by the WChess engine, she is capable of beating many of the world's grandmasters," Eric says about the Queen's coaching skills. "Yet she's patient, instructive, entertaining, knowledgeable, and she's always there for you—in every game. Many of the top coaches in the world charge close to $100 an hour. There's tremendous value here," he explains.

Eric worked very closely on the Queen's commentary. "I worked on the software that allows the Queen to discuss her analysis with a player who has just completed a game with the Power Chess King," he says. "The combination of the entertainment and instructional value of her commentary is special because it is something that has never been seen before in any computer chess product. *Power Chess* really doesn't have any competition—it's unique."

Practice Makes Perfect

No matter how many times you hear it, one thing is always true: practice makes perfect. That is exactly the reason that *Power Chess* features instant access to the Internet. Through the Sierra Internet Gaming Service (SIGS), players get an easy and fun way to show off their newfound skills. Play countless other *Power Chess* users anytime, anywhere in the world.

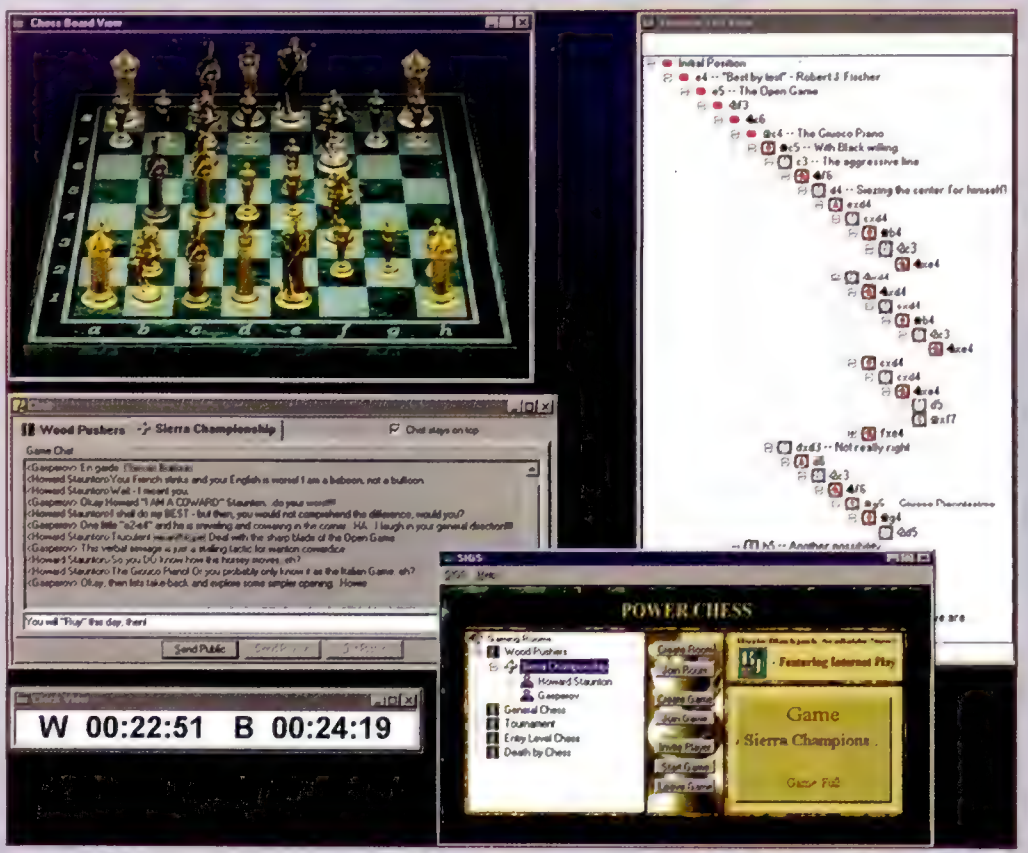
"*Power Chess* makes you a better chess player and it makes improving your game fun," explains Karen Thomas. Internet play is a perfect fit. Not only can you challenge other *Power Chess* players anywhere and carry on dialogues through the Chat feature, you can analyze your games using the Move and Variation List tools," says Karen.

The Chat feature allows players to "talk" to each other over the Internet during games. Rub it in a little when attacking your opponent's King. Or question them as they try to put you away. There's also a library of quotes from the Queen. Send your own jibes or let the Queen do it for you. Use the Chat feature to taunt your opponent or to coach them. The choice is yours.

"It's the first innovation in chess programs in more than a decade."

—Larry Christiansen, International Grandmaster

Whether you're looking to improve your chess game or to just have fun trying, *Power Chess* delivers the most exciting features ever in a computer chess game. In one box you get the perfect opponent, the Power Chess King; your own personal master-level coach, the Power Chess Queen; and instant access to the Internet so you can show off what you've learned. Computer chess will never be the same.



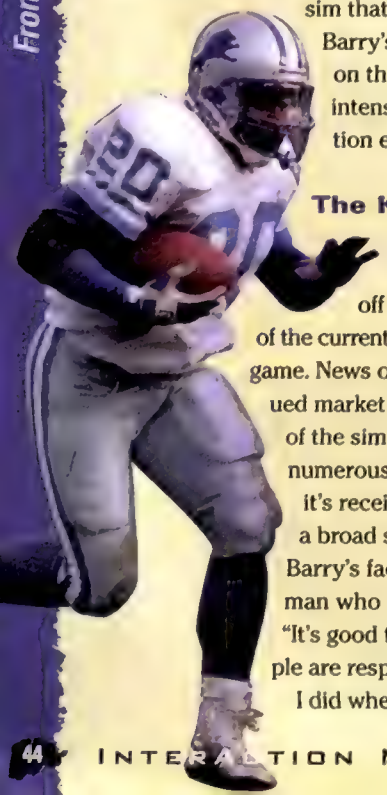
Over the Net, you can play other *Power Chess* users anytime, anywhere in the world.

With his stop-and-go power, Barry can not only cut on a dime, he can give you change!

A Meeting

They say that football is a game of inches, but for the Detroit Lions it usually comes down to a couple of feet—Barry Sanders' feet. Since his start in the pros as Rookie of the Year back in 1989, Sanders has turned winning performances consistently and logged more than 1,000 yards rushing in each of his seven seasons. He holds every major Lions' rushing record.

In late June of this year, *Front Page Sports* Developers Pat Cook and Scott Youngblood met with Barry Sanders at the shrine to athletes' feet–the Beaverton Oregon Campus of Nike, Inc. Standing just 5'8" in his Nike Crosstrainers, and weighing all of 200 lbs., it was difficult at first to equate this quiet and reserved gentleman with the energetic battle tank we see on game days. But as we discussed Sierra's *Front Page Sports: Football Pro '97*, the multi-award winning football sim that carries Barry's picture on the cover, his intense concentration emerged.



The Kickoff:
Our meeting kicked off with a recap of the current *FPS: Football* game. News of the continued market dominance of the sim, and the numerous accolades it's received, brought a broad smile to Barry's face—this is a man who lives to win. "It's good to know people are responding like I did when I first saw the game," Barry said. "But I already know you guys do good work. I'm interested in how you've made it better." It was then that a single bead of sweat formed on Director Scott Youngblood's forehead.

Show Us What You Got:
Then the tough part began: impressing a man driven by excellence both on the field and off. Barry immediately appreciated the graphic enhancements in the game like the motion-captured players

> "It's already the most realistic game out there... I'm working with the designers to make it better."

rendered at 16 separate angles—each so crisp you can see the players' jersey numbers. "It's great to see the graphics becoming so precise," said Barry. "When you're trying to anticipate the QB's throw, watching the angle of his body is especially important."

Get Real:
Finally the review of play mechanics began. Was the new simulation "real" enough? This was the true test, since Barry has spent countless hours running tens of thousands of yards from end zone to end zone in every stadium in the NFL. *FPS* Designer Pat Cook went off on a tangent about the effects of humidity on a player's stamina and suddenly remembered who he was talking to. He trailed off in mid-sentence as he mumbled "...uh, but I bet you already knew that."

Despite Pat's embarrassment, it was easy to see that Barry appreciated Pat's passion for the game. "In my business, a guy can't be too intense," he stressed. While he didn't know what it was called, Barry was immediately impressed by the intuitive AI in the game. He summed it up best when he said, "The teams in the game play just like the real teams do." For example, the Lions employ the run and shoot, and Elway's Broncos have a knack for fourth quarter comebacks. This game is real—right down to simulating the tendencies of the real teams.

Barry Knows Football:
Then Barry caught us by surprise by asking some pointed questions about inaccuracies that appeared in past versions of the game. "What have you done to make trading players and acting as the general manger more realistic?" he asked. All eyes focused on Scott Youngblood, whose initial look of trepidation disappeared into a confident smile. Then he said something that no player in the NFL has ever been able to say to Mr. Sanders.

"We're one step ahead of you," he explained. In *Football '97* you can make multiple player trades. Say you want to trade someone like Rick Mirer (Seattle Seahawk quarterback) for Drew Bledsoe (New England Patriot quarterback). That's not a fair trade one for one, right? But in *Football '97*, you can throw another player such as Seattle's Cortez Kennedy

With Barry Sanders

into the trade mix just to even things up.

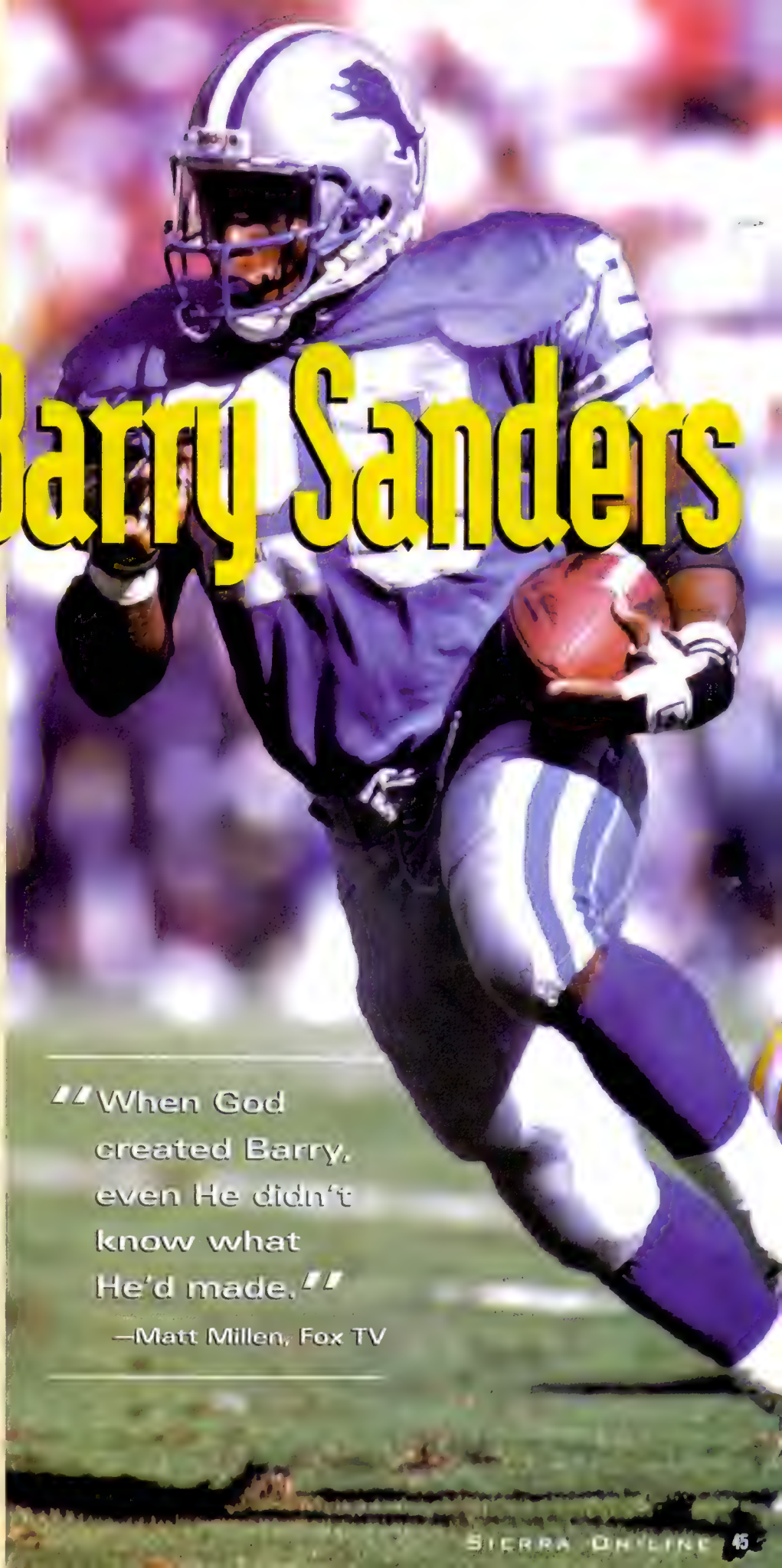
That got Barry's attention. "Now we're talkin'. That's the NFL. That's the real game!" he exclaimed with that famous intensity. Guess what, Barry—the news gets even better.

FPS: Football Pro '97 Season comes loaded with over 10,000 plays. There's also 16 different camera angles so you can see each play from places including the end zone, the backfield, the sideline, the owners box or the Goodyear blimp. The game is completely up-to-date and even includes the Baltimore Ravens.

One-on-One Coverage:
Then Barry asked another question that clearly proves he plays this game—a lot. "Playing alone is certainly fun for practice, but nothing beats getting tough with a real opponent. That's what sports are all about. How do I play against someone else?" he asked.

Again, Scott Youngblood fielded the question. "We've included modem and LAN support in *Football '97*," he replied. The game now supports both modem play and play over a Local Area Network. In addition to playing against the computer, you're able to play against other owners, coaches, and keyboard quarterbacks who use *FPS: Football Pro '97 Season*.

The FPS designers have a picture of Barry Sanders above their desks in their office, an image that has offered great inspiration as they put the finishing touches on *Front Page Sports: Football Pro '97 Season*. After all, when you sit at the feet of Barry Sanders all day, every day—you have to know that only greatness will do.

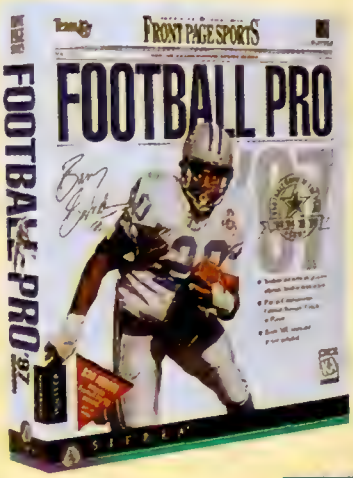


"When God created Barry, even He didn't know what He'd made."
—Matt Millen, Fox TV

COMMIT TO ★ EXCELLENCE

FRONT PAGE SPORTS®

Football Pro '97 Remains the Champ!



When you're the best football game around, it takes a damn good title to take your place in the line-up. Rated the best sports simulation for three years running by *Computer Gaming World*, *Front Page Sports: Football* has long been in a league of its own. Now the current title's reign is ending as an even better title takes to the field; *Front Page Sports: Football Pro '97 Season*.

The title has new features that put it so far in front of the competition, they may never catch up. No other football sim even comes close.

New Features for '97!

All NFL Teams and Rosters

Trade, bench, start, and manage real players on all 30 real teams from the '96 season, even the new Baltimore Ravens. You can even make multi-player trades of up to three players per side. Control the action as the Commissioner, General Manager, Coach, or any of your favorite Players.

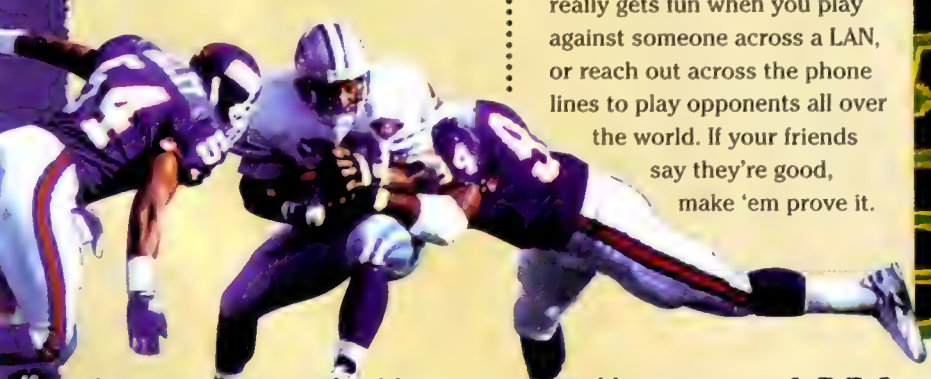
"...definitely the game for the armchair owner, coach, and quarterback."
—PC Magazine

Windows 95 Native Game

Good-bye to all those headaches you had while loading earlier versions. Welcome to higher resolution and features such as the ability to multi-task, so you can play a game while you're working in another application. Plus the addition of Direct Sound delivers even better stereo sound and music. Not only does the game look and sound better under Windows 95, it plays better.

Modem and Network Play

FPS: Football Pro'97 Season really gets fun when you play against someone across a LAN, or reach out across the phone lines to play opponents all over the world. If your friends say they're good, make 'em prove it.



Realistic Atmospheric Effects Impact Play

Each play outcome is determined by actual physics—not predetermined by stats. Also, weather conditions are realistically represented with grassy, snowy, or muddy fields. You can actually see the rain or snow fall!

Realistic Player and General Manager AI

When Marino is on the field, does Miami favor the long ball? In *FPS: Football Pro '97 Season*, both the player and General Manager AI perform like their real-world counterparts. "Finely tuned" play plans and player profiles deliver reality-based team performance.

Exclusive New "Hall of Fame"

A new exclusive feature of *Front Page Sports:Football* keeps track of all the careers of the simulated players as they mature, tracking all their points, yardage, sacks and assists. If they're good enough, they can make it all the way to the "Hall of Fame."

"If initial impressions hold true, FPS: Football Pro '97 Season will be the best football release of this year."
—HappyPuppy

Improved Camera Angle Management System (CAMS)

Now joystick controlled and easier to use than ever, CAMS gives players unlimited camera positions. Get down on the field, sit in the stands, or play the game from a "blimp" perspective.

Motion-Captured, High Resolution Players

The players were motion-captured using state-of-the-art technology and rendered at 16 angles (versus eight in *Pro Football '96*). The title features over 18,700 frames of animation so the players run, dive, tackle, and move with fluid, lifelike motion.

Redesigned Play Editor and Over 10,000 Plays

Select from any of over 10,000 plays built into the game, but you can use the Play Editor to create your own plays easier, faster, and with fewer steps.

On-Line

TROPHY BASS 2

Tournaments

by John Sauer

If you have an angler or two on your gift list this year, what are you going to get them? Shopping time is running out and you know how picky fishermen can be. You could get them another wind-up lure-that-makes-distressed-minnow-sounds, a pair of gimmicky underwear with fish on it, or maybe a sack full of root beer-colored plastic worms. Or you could get them something they can really use—a gift that gives them the power to fish the greatest bass lakes in the nation with over 200 lures and 20 rod and reel combinations. Set them up with a gift that lets them become a pro bass angler, competing in tournaments with other players all around the world. Give a gift that offers all the fun and excitement of lunker bass fishing—without ever leaving home—so they can fish all winter long. The gift is Sierra's *Front Page Sports: Trophy Bass 2*, and it belongs in every cyberangler's tackle box.

On-line chat lets you share the fun with other anglers.

Compete in real tourneys with other on-line anglers.

The sequel to the incredibly successful *Trophy Bass*, this new title gives you something you can't find on any other fishing sim—the ability to play against human opponents. With the sim's built-in modem, network (LAN), and Internet support, you can wet a line with human players via head-to-head modem play, or get lots of players involved in tournaments over a network or on the Internet. Nowhere else in cyberspace can you talk fishin' while you're working the water for the monster bass of a lifetime! This is the only title that brings the social aspects of bass fishing to the PC.

FPS: Trophy Bass 2 gives you the power to chase the big ones on 10 of the nation's best bassin' lakes—some more than 10,000 acres in size—each re-created in fine detail with photographic and topographical maps so you can fish the hot spots. You have the best lures, rods, and reels, plus an arsenal of casting techniques that the featured pros use to win tournaments. These pros provide more than 100 full-motion video tips to help you become a better bass-buster. The game options

"A great simulation, and a hell of a lot of fun." —PC Gamer

range from Quick Fish, which gets you up and angling with a single mouse click, to tournaments which put you on the road to the superbowl of bass fishing, the Trophy Bass Classic.

The Best Bass Place in CyberSpace

In real life, trophy bass tournaments are big-money events. You need a boat, tackle, and other equipment that can set you back more than $50,000. Plus, you must have the time to travel from lake to lake across the country. With *FPS: Trophy Bass 2*, all you need to become a professional bass angler and compete against other human players is a computer, modem, and access to the Internet.

In the coming months, Sierra will be hosting *FPS: Trophy Bass 2* tournaments on the Internet. *Trophy Bass 2* anglers from all over the world will be able to battle it out on the water to see who is the best. Getting on is easy. From the menu screen select Multi-player, then select Internet from the options. You will automatically be linked to SIGS, the Sierra Internet Gaming System. SIGS allows true, real-time, multi-player gaming over the Internet. Down- load the SIGS software and you're ready to play. Just sign in to the SIGS on-line gaming room to find out who has a game in progress.

"The best fishing simulation yet." —Computer Gaming World

If you want to find out the latest tournament and contest information, check out the *Trophy Bass 2* Page at www.sierra.com-/tbass2 In addition to news from the *FPS:Trophy Bass 2* world, links from this Home Page can take you to chat rooms where you can brag about your biggest catch and share your views on fishing with other *Trophy Bass* fans. The new *Trophy Bass Challenge Board* is where you can leave messages and look for players to engage in head-to-head competitive or cooperative fishing via a direct modem-to-modem connection.

Every fisherman knows that a bad day of fishing is better than a good day of work, no matter if you live in Baton Rouge or Budapest.

This holiday, don't give the anglers in your life a gift they have to wait until Spring to use. Give them 10 lakes and a career as a pro bass angler they can use now. *Front Page Sports: Trophy Bass 2* is the gift of fish!

—Yessireee Upgrade to bob! TB2 for only $29.95

If you're an owner of the original *Trophy Bass* from Sierra, you have the opportunity to upgrade to the new *Front Page Sports: Trophy Bass 2* and save big. You can make the switch now for only $29.95. That's nearly 30 bucks off the suggested retail price. Call the Sierra Direct Sales department at 1-800-757-7707 and cite your personal CD identification number on your *Trophy Bass* CD.

You can find it on the CD either under the words "all rights reserved," or printed on the clear inner circle on the CD. Every personal CD identification number starts with the letter "S." Then follow the directions they give and you're on your way to owning the newest mouse grabbing, line ripping, bass fishing sim ever made.

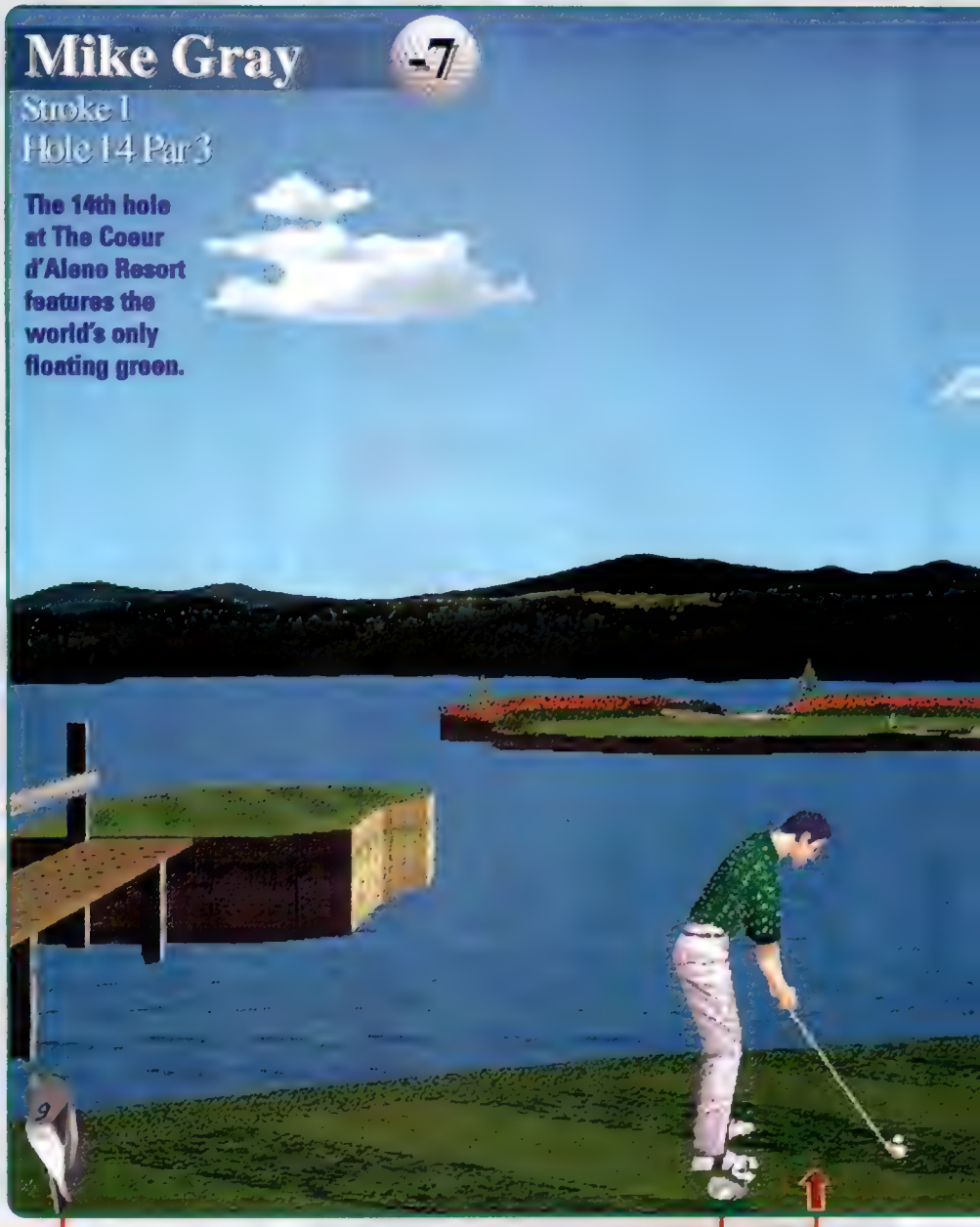
Win a Free Fishing Trip! See page 104

Throw that little two-pounder back! You're out for the big bass when you play in tournament mode!

"It's about time some *something* interesting

You Don't Have to Go to Florida to Golf During the Holidays

Sierra's *Front Page Sports* Series continues to deliver the most realistic in-depth sports games ever. Now experience firsthand what it's like to tee it up at two of the most challenging world-famous golf courses in the world. Included with *Front Page Sports: Golf* is the beautiful ocean-front Prince Course in Kauai, Hawaii, and the legendary Pete Dye Golf Club in Bridgeport, West Virginia. Lead Designer Vance Cook, whose *LINKS* and *LINKS386 PRO* set the standard by which all computer golf sims are judged, spent months re-creating the minute details of each course. If you want to know what it's like to play these courses without paying the airfare and the greens fees, then check out *FPSports: Golf.*



FPS: Golf's intuitive AI acts as your caddie, automatically suggesting a club for every shot. But you know your swing better than anyone, so assess the wind, check your lie, and pick your club carefully.

The Shot Setup allows for changes to the club face orientation and the placement of the ball in your stance.

The red arrow allows you to change the direction of the golfer and aims your shot.

one did with golf interfaces"

—Steve Bauman, *Computer Games Strategy Plus*

COMMIT TO ★ EXCELLENCE

FRONT PAGE SPORTS®

Rotate the perspective of your golfer to hit anywhere you want to go on the course.

The Drop feature allows you to "take a drop" and to reposition the ball to improve your lie — don't forget the one-stroke penalty!

Is your view obstructed as you try to hit out of the trees? The Find Flag feature automatically lines your feet up with the flag … no matter where it is.

The Grid button places a green-reading grid across the green as you putt.

The Read Green button gives you a 3-D, eye-level, movable view of the green. Good putting separates the pros from the amateurs.

People who say golf isn't a physical game aren't real golfers. Loosen your limbs and tighten your concentration with a couple of practice swings.

Knowing the strength and direction of the wind and how it affects your shots can be the difference between a good round and a great one.

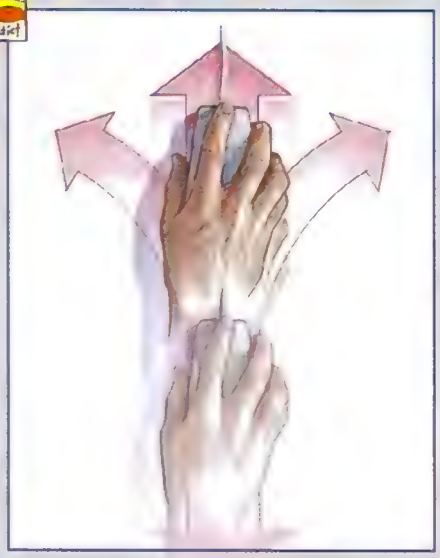
Choosing the right club means knowing how far away the pin is as well as how high you are above or below it.

Choosing the right club also means knowing where your ball sits and how hard it's going to be to get it airborne. The Lie Graphic eliminates surprises and lets you know just how much trouble you're in.

Front Page Sports: Golf features 3-D modeled golfers whose actual movements are controlled by moving the mouse. With traditional Tri-Click swing control in past games, the golfer's movements were video playback of the movements entered by the player. Now the golfer moves exactly as you move the mouse. But don't worry, you can always use the Mulligan button.

Win a Golf Vacation for Two to the Princeville Resort in Kauai, HI!

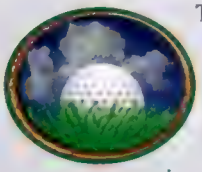
SEE PAGE 98



Tee it up on the scenic 6th hole on the shores of Lake Coeur d'Alene

TrueSwing:

The wait is over for TrueSwing,™ The next generation of mouse control is now available to computer golfers. This revolutionary control design is the result of Lead Designer Vance Cook's dissatisfaction with the traditional Tri-Click method which until now had dominated the computer golf market. "Tri-Click had been the only choice computer golfers have ever had," Vance explains. "When we started working on *FPS: Golf*, we decided it was time to graduate from Tri-Click into something more realistic. TrueSwing is literally the next level of control. It's control that computer golf gamers more than wanted; it's control they absolutely needed," Vance says about the advent of TrueSwing.

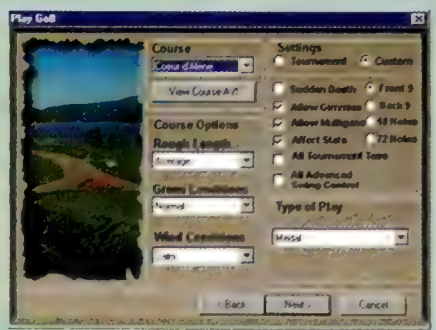


TrueSwing allows more realistic control of two things. First, it offers complete control of club speed as you strike the ball. Now the distance you hit the ball is actually determined by how hard you hit it. Imagine that! Secondly, TrueSwing gives you control over the spin you apply to the ball when hitting it. Now you can draw and fade shots with the accuracy of a tour pro. But be careful! While using draws and fades can get you out of a jam, their sloppy counterparts, hooks and slices, can ruin your round as fast as you can swing a club. Tri-Click is still available for you traditionalists.

Feel what it's like to play head-to-head or in a multi-player tournament over a Local Area Network.

Get Our First Add-on Course Free!

Along with the two courses included with *FPS: Golf*, Sierra's first add-on course is available free for a limited time! The magnificent, world-famous Coeur d'Alene Resort Golf Course in Coeur d'Alene, Idaho is yours free when you purchase *FPS: Golf* at the regular price. Now you can experience the course that *Golf Magazine* rated the most beautiful resort course in America. The first add-on models the expansive lakeshore of Lake Coeur d'Alene, the rolling hills of the western Rocky Mountains, and the ball-snatching Fernan Creek. You hackers out there will need a snorkel and diving mask to navigate the only floating green in the world. Act now to get in on this $25 value— it's good only while supplies last. And around the holidays, that ain't long.



Be sure to keep your eyes out for future add-on courses and make sure you check out our Web site at *www.sierra.com/games/golf* to place your vote for the courses you'd most like to see offered as add-ons. During the dog days of winter, as the snow piles up outside, make sure you don't put away your golf glove. *Front Page Sports: Golf* lets you hit the links anytime of year.

The Real Nightmare Before Christmas!

3-D ULTRA PINBALL CREEP NIGHT

This holiday, give a gift that's fiendishly fun. *3-D Ultra Pinball: Creep Night* will haunt your PC with graphics and game play so good, it's frightening!

Tons of frightening features!

- Up to four players can get in on the thrills and chills
- Gobs of ghoulish animations and eerie moving targets
- Four extra-wide playing tables make scrolling screens a thing of the past
- Save Game feature to give tired fingers time to recuperate
- Fantastically realistic ball movements are based on real-life physics

#1 selling pinball series

SIERRA®

To Order, Call Toll-Free 1-800-757-7707
Only $44.95! Win CD, Mac CD

©1996 Sierra On-Line, Inc. ® and / or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved. http://www.sierra.com

SIERRA HOME

...making it easier to celebrate life.

Sierra Home

by Nancy King

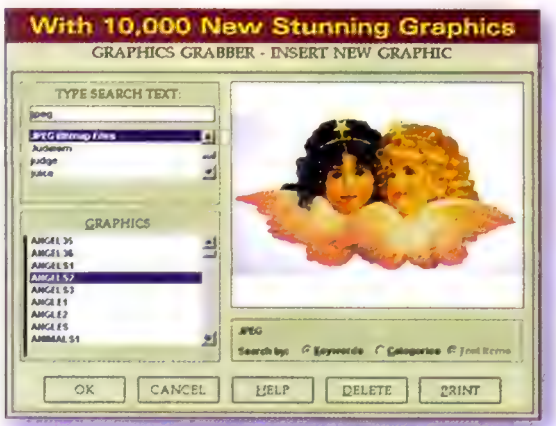
The hustle and bustle of everyday life escalates during the holiday season. With party menus to plan, cards to write, packages to wrap, decorations to make and maybe even some redecorating or remodeling to do...without help, it can be overwhelming.

Sierra Home *is the help you need. In an instant, these products can transform your computer into an efficient holiday (and year-round) creative assistant.*

Five premium Sierra products to help you organize all aspects of your life. Print Artist 4.0 *is your at-home print shop.* CustomHome *is your complete home design resource.* MasterCook Deluxe *guides you through the kitchen as your master chef.* LandDesigner 3-D *is your professional landscape consultant, and* Collier's Encyclopedia *is your home research database and accurate fact checker. This season give your family one gift early, and experience the magic of* Sierra Home.

NEW! *Print Artist 4.0— Your At-Home Print Shop*

Wrap up the old year and celebrate the new one by getting creative. It's simple with *Print Artist 4.0*. Even if you have never tried a graphics program before, *Print Artist* makes it easy, guiding you through every step. Over 1,500 professional designs, 10,000 graphics, 300 typefaces, and 600 photos get you started. Everything you need is at your fingertips.



The Graphics Grabber brings you to a whole new level of design capabilities.

You can even scan photos and add them to any project. *Print Artist's* built-in scanning capabilities can do it in a minute. So this year, instead of sending the same old holiday cards, add some pizzazz to your mailings. For instance, make them more personal with a recent picture of your family's Halloween bash or Thanksgiving dinner get-together.

But don't stop there. Use your computer to mix and match holiday traditions. Heat up that pot of hot chocolate and bake your favorite frosted cookies (*MasterCook Deluxe* has some great recipes to try). Once that's done, gather everyone together and take turns using *Print Artist* to create what you need to decorate, wrap, and celebrate the season. In one afternoon or evening you can make unique party hats, festive tree decorations, personalized cards, joyous gift boxes and bags, gift tags, and jolly invitations. The possibilities are only limited to your imaginations. *Print Artist* gives the entire family an opportunity to express him or herself in ways never dreamed of before.

Decorations for Every Holiday and Occasion

Valentine's Day, Left-Hander's Day, National Bubble Gum Day, Fourth of July—that takes care of this season, but that's only the beginning. *Print Artist* is your year-round print shop, open every day. Month by month, whatever the holiday—you're covered. Valentine's Day, St. Patrick's Day, Mother's and Father's Day, Fourth of July, Halloween, Hanukkah, and Christmas—celebrate them all and everything else in between with handcrafted projects.

Hundreds of craft projects are also included with *Print Artist.* Centerpieces, mobiles, calendars, mailbox covers, to name just a few. And that doesn't even take into consideration the new ideas you might come up with. Bring a whole new dimension to your home projects with *Print Artist 4.0* and discover there are no limits.

Coming Soon! *CustomHome*—Your Complete Design Resource

Transforming your house into a home takes ingenuity, creativity, and vision. What you don't necessarily need is an architect, interior designer, or contractor. Now there's *CustomHome*—your complete home design resource. It can help you draw up plans for remodeling a room or designing your dream house.

CustomHome can also help you with decorating schemes, from fabric choices, colors, furniture styles, and even wallpaper samples. Expert, step-by-step home design software that you can really use! Hundreds of drawing icons make it easy. Change your mind? So what! Before you spend any money on materials or labor, you can fine tune your design until it's exactly what you want.

Customize Your Plans for Your Lifestyle

Whatever your lifestyle, *CustomHome* can help you design living spaces that work. For instance, if a family member needs wheelchair accessibility, you can design that into your plan. Or, if you want to move a wall or change the dimensions of a room, it's only a mouse click away. And the Automated Building Inspector feature will let you know if any of your ideas are not structurally sound so you don't make a mistake. *CustomHome* even takes the guesswork out of finances with the built-in Cost and Materials planner.

Transform your house into the dream home you've always imagined it could be!

The Home Improvement Walk Through

When you're done (or any time during the design process) and ready to see what you've accomplished, explore your design room by room, level by level. *CustomHome* offers multi-floor viewing and includes a sub-basement, basement, and first, second, and third floor views. Rich 3-D views bring your work to life. And you can walk through the inside and outside of your house. Every detail—windows, doors, moldings will show your distinctive style. *CustomHome* is your multimedia guide that shows you how to beautify any space. Packed with 300 customizable ready-made plans, it's just waiting for you.

Turn Dreams into Reality

After the holidays when everything has calmed down and you can enjoy the slower pace expected in January, start focusing your ideas and dreams on what you want from your home. Before you know it, those ideas and dreams won't just be an image in your head, but a 3-D concept ready to print out. This time next year you could be enjoying your new kitchen or family room. When you are finished with the house, *LandDesigner 3D* will help you redo the yard.

NEW! *MasterCook Deluxe 4.0*—

Gathering loved ones around a table, sharing a meal, and celebrating the joy of simply being together signifies all that is good about the holiday season. As the focus point, the dinner or brunch (be it simple or elaborate), holds special memories for everyone.

This year, streamline some of the work it takes to produce this special meal or any holiday party. Utilize *MasterCook Deluxe*, the ideal cooking and kitchen resource, to help you manage during this hectic time of year. For instance, plan a complete meal from scratch or try one of 2,000 recipes from some of America's best chefs (from hors d'oeuvres, cookies, and candies to main-course masterpieces). Whatever recipe you select, don't bother writing up a shopping list. *MasterCook Deluxe* will produce one for you. And just like your hardcover cookbooks, you can turn the pages and find your recipes instantly. When you want to add recipes, do it quickly and accurately with *MasterCook's* exclusive Fast-Fill® and Spell-Checker.

A Gift From The Heart

MasterCook Deluxe 4.0 can even help you with gift ideas. This year, give a gift from the heart—a cookbook of all the favorite recipes you and yours have loved over the years. Simply input them into the program and then print them out as a complete, cookbook.

LandDesigner 3D— Your Professional Landscape Consultant

As your yard sits dormant this winter, take a minute to dream of what it could be. Perhaps an expanse of emerald green lawn with sunshine yellow borders of daffodils. Or maybe a formal rose garden with a palette of pinks, reds, corals, purples.

See your designs grow over the seasons and the years.

Imagine a herb garden, packed with fragrant basil, rosemary, thyme, and parsley. From sprawling acreage, to average city yard or apartment terrace, create your dream landscape with *LandDesigner 3-D.*

Adaptable Designs

LandDesigner 3D is an expert collection of 30 professional landscape and garden plans, from wildflower meadows to Japanese gardens. Use them as is, or as a starting point for creating your own custom yard. On-line Wizards and easy, step-by-step instructions lead you through the design process. Every detail is covered so you won't have any costly "mistakes."

Virtual Garden Stroll

Hundreds of symbols in the plant libraries, including trees, shrubs, flowers, grasses and ground covers, edibles, outdoor furniture, hardscapes, and vines can help you create the ultimate landscape for your home. Once your design is finished, take a 3-D walkthrough of your new yard, months before you ever pick up a shovel. If you decide to change something, it's done—no hassle.

You can see what your plants will look like over all four seasons and how they will grow over time—even five years from now. With an extensive 2000+ plant enclyclopedia, you can choose the best plants for your climate and location. Easily incorporate a sprinkler system, gazebo or water garden into your design. *LandDesigner 3D* can even help you calculate the cost of plants and materials.

LandDesigner 3D and *CustomHome* will help you design and create the ideal living environment.

Collier's Encyclopedia— Home Research Assistant

Baking special cookies, singing holiday songs, and (sigh) writing term papers, it's the holiday season. While school may be out for the year, some teachers still assign projects due the first week of January. So in addition to the your usual hectic schedule you may have to drive your kids to the library on cold, wet nights so they can gather the necessary research materials. What's a parent to do? Use the CD text version of *Collier's Encyclopedia.*

Maximizing your child's educational potential, making the best use of limited time resources and transforming your computer into a convenient research assistant are just three of the enormous capabilities of *Collier's Encyclopedia.* It's packed with 21 million words that extensively describe facts about an enormous range of information from artichokes to zoology.

So whether it's a school report, work presentation or simply satisfying a curiosity about a topic, *Collier's* offers in-depth information to help the whole family learn.

Making it easer to celebrate life

This holiday season, load these *Sierra Home* products on your multimedia system and you'll soon realize what your computer was truly meant to be: a flexible, practical machine the whole family can use to make life a little better.

Product Availability

Sierra Home products available now, *Print Artist 4.0* and *LandDesigner 3D.* Coming soon for the Holiday Season, *MasterCook 4.0.* Look for *CustomHome* and *Collier's Encyclopedia* in early '97.

Buy 2, Get 1 FREE!

To order, call toll-free 1-800-757-7707

No matter what kind of computer user you are you'll get a great deal when you order direct from Sierra. Just order any two games marked with the Free Bonus symbol and we'll give you a third product free! Select the games you want to buy from the products shown on the next four pages, then choose your Free Bonus products from the list below. See, it's easy!

FREE BONUS

Choose From These Free Bonus Products:

Caesar II (Win 95/DOS, Mac)
Casino Deluxe 2 (Win)
Eager To Learn (Win/Mac)
Earthsiege 2 (Win 95)
Hoyle Classic Games (Win, Mac)
King's Quest VII (DOS/Win, Mac)
LandDesigner (Win)
MasterCook Deluxe (Win, Mac)
Mixed-Up Mother Goose Deluxe (Win, Mac)
Print Artist 4.0 (Win)
Rise & Rule of Ancient Empires (Win)
Shivers (Win)
Sierra's School House: English, Math or Science (Win/Mac)
Silent Thunder (Win 95)
Space Bucks (Win)
Space Quest 6 (DOS/Win, Mac)
The Lost Mind of Dr. Brain (Win, Mac)
The Incredible Machine 3.0 (Win, Mac)
3D Ultra Pinball (Win, Mac)
Torin's Passage (Win)
Urban Runner (Win)

It wouldn't be a Big Deal without a little fine print, right? So read this: Only products marked with the Free Bonus symbol count toward Free Bonus selections. Selections must be made from the list provided. No substitutions allowed. Special offer good in US and Canada only. Not valid with other special offers or coupons. Orders must be received no later than January 31, 1997. Now that didn't hurt a bit, did it?

NEW

FREE BONUS

CYBERGLADIATORS

Warriors reborn as hardware from hell wage combat in a death match that can only end in victory or annihilation. With super-fast, change-on-the-fly twitch moves and explosive weapons, nothing less than a master's combination of skill, speed and power will keep you alive.

WIN 95 CD $49.95

NEW

FREE BONUS

BIRTHRIGHT

Every moment is a monumental struggle for survival as you take on the role of heir to the Kingdom of Cerilla. Expand your realm through conquest and alliances in the newest fantasy world created for TSR's ADVANCED DUNGEONS & DRAGONS™ game series.

WIN 95/DOS CD $54.95

NEW VERSION

LORDS OF THE REALM 2

Chaos reigns across the land as you lead an army of knights, archers and swordsmen into battle. Master medieval weapons of destruction as you try to smash your way to the throne of England in head-to-head real-time combat with four-player network support. Four computer rivals and virtually endless variables make for unequaled replayability.

FREE BONUS

WIN 95/DOS CD $54.95

EARTHSIEGE 2

The future of human existence rests squarely on your shoulders and the metal shoulders of your fighting HERCs. Battle enemy Cybrids over 50 rivet-wrenching missions - all with explosive action and incredible 3-D graphics.

WIN 95 CD $44.95

FREE BONUS

MISSIONFORCE CYBERSTORM

Take control of the future in the ultimate battle strategy game as you fight for the future of mankind. You command genetically engineered Bioderms, the most destructive warriors in the history of Cybrid confrontation.

WIN 95 CD $54.95

SILENT THUNDER: A-10 TANK KILLER II

Swoop down in the indestructible A-10 Thunderbolt II and dive into 3 action-packed campaigns with 24 close-attack missions. Blast anything, and anyone, that isn't on your side. Features incredible texture-mapped terrain and an electrifying soundtrack.

WIN 95 CD $49.95

FREE BONUS

ROBERT E. LEE CIVIL WAR GENERAL

Fight seven Civil War battles against the Army of the Potomac. Or take the role of Union generals in these historic confrontations. Every battle starts exactly as it began more than 130 years ago. From there, history is in your hands.

WIN CD $54.95

FREE BONUS

NEW

LEISURE SUIT LARRY: LOVE FOR SAIL

Al Lowe's lovable, laughable singles-scene stealer sets sail on another hilarious miss-adventure. The world's gaudiest cruise ship is the setting as the most famous character in computer gaming history sets his sights on the gorgeous Captain Thygh and a shipload of other beauties. This is the most hilarious Leisure Suit Larry yet!

WIN CD $54.95

THE BEAST WITHIN

A heart-stopping mystery that spans the ages unfolds as Gabriel Knight, last of the Shadow Hunters, is dragged into the investigation of ancient, terrifying forces. A spine-tingling blend of live-action technology and amazing multimedia effects.

WIN CD MAC CD $49.95

FREE BONUS

LIGHTHOUSE

Enter Lighthouse and pass through an eerie portal into a surreal world filled with invention, discovery and barely-disguised evil. In search of a kidnapped child, you follow a dark stranger into a first-person adventure of rescue and discovery.

DOS WIN CD $54.95

Buy 2, Get 1 FREE!

See Page 59 for details

The Logo-Wearing Fan

Call Toll-Free 1-800-757-7707

FREE BONUS

NASCAR® RACING 2 NEW

Get behind the wheel of a 700-horsepower stock car and race against the actual cars and drivers of the NASCAR Winston Cup series. Now includes 16 different tracks, faster frame rates, all the 1996 cars and drivers, plus modem and network play!

WIN 95, DOS CD $49.95

INDYCAR® RACING II

FREE BONUS

The all-new *IndyCar Racing II* is the most realistic racing sim available, with true IndyCar handling, variable car setup, 15 real IndyCar tracks and incredible SVGA graphics with full-cockpit realism. Run single races or a full championship season!

WIN95/DOS/ PowerMac CD $49.95

The Closest Thing To Real Racing!

SAVE $30

Get the Thrustmaster Formula T2 with a heavy-duty ten-inch steering wheel, a realistic short-throw shifter and a floor console with gas and brake pedals. Wrap your fingers around the race-ready steering wheel and power-shift through the gears just once, and you'll never go back to joystick racing again! Choose a bundle with *IndyCar Racing II* or *NASCAR Racing 2* and save $30!

Thrustmaster T2 /NASCAR Racing 2 Bundle...$149.95

Thrustmaster T2 /IndyCar Racing II Bundle.... $149.95

Thrustmaster T2 only.....$129.95

Formula T2 runs under MS-DOS 5.0 or newer.

NEW

FRONT PAGE SPORTS: GOLF

FREE BONUS

Step up to the tee with the next big star on tour. Features the most advanced ball-control ever offered and head-to-head competition against as many as 255 other players. Includes the spectacular Prince Course in Kauai and the world famous Pete Dye Golf Club.

WIN 95 CD $54.95

FRONT PAGE SPORTS: FOOTBALL PRO '97 NEW VERSION

FREE BONUS

The highest rated football sim is now even better! Enhanced SVGA animation based on real athletes puts you right on the NFL sidelines or in the huddle. Amazing Camera Angle Management System (CAMS) shows the action from any angle. New version includes modem and network support for the ultimate head-to-head action. Play as Commissioner, General Manager, Coach or Player. Includes every NFL team and player!

WIN 95 CD $54.95

FRONT PAGE SPORTS: BASEBALL PRO '96

FREE BONUS

Play the GM, manage the club, or put yourself in the lineup with the all-new Baseball Pro '96. Real life physics, high-resolution graphics and improved playability make this an incredible simulation of real baseball, not just statistics.

WIN CD $54.95

TROPHY BASS 2

FREE BONUS

The new Bass Fishin' sim now features five new lakes (ten in all!), more rod and lure options and more fishing tips from bass fishing pros. Plus, now you can hook up on-line with your fishin' buddies via Internet, network or modem.

WIN CD ..... 5 NEW LAKES $54.95

3-D ULTRA PINBALL: CREEP NIGHT

FREE BONUS

Get the incredible features of the original 3-D Ultra Pinball with 3 creepy new tables straight from the graveyard. Features more targets, tighter play areas and faster action. Plus tons of bonuses, trick-shot tips and haunting original music.

WIN CD MAC CD $44.95

3-D ULTRA PINBALL

FREE BONUS

It's the fastest pinball in space! 3-D Ultra Pinball combines out-of-this-world 3-D graphics, realistic ball motion, precision-response flippers and three incredible tables. Absolute arcade-table feel drags pinball kicking and screaming into the 21st Century. You'll be hooked in seconds!

WIN CD MAC CD $42.95

CAESAR II

FREE BONUS

Build a city, build an empire! Experienced strategists and novice gamers alike are hailing the challenges in Caesar II. As the Emperor's recently appointed governor, your charge is to gain fame, fortune and power. Succeed, and you may be crowned Emperor yourself.

WIN 95 CD $49.95

POWER CHESS

FREE BONUS

The world of computer chess now features the most human-like competition ever developed for the PC. Power Chess actually adjusts to fit your playing style, making every game a challenge while still giving you a chance to learn and win.

WIN 95 CD $39.95

HOYLE BLACKJACK & HOYLE SOLITAIRE

Get the all-new Hoyle Blackjack and Hoyle Solitaire together and save 20%. Together they give you hours and hours of addictive entertainment!

Special Offer Price

WIN CD Only $23.95

HOYLE CASINO

FREE BONUS

Enjoy glitz, glamour and excitement with over 50 different game variations featuring Poker, Craps, Roulette, Blackjack and slots. Animated opponents and outstanding Internet play add a whole new level of fun!

WIN CD $29.95

THE RISE & RULE OF ANCIENT EMPIRES

Seize power and glory in six ancient civilizations including Egypt, Greece and Ancient China. The unique legacy of each civilization comes to life in a multi-layered strategy challenge with endless variations & full support for network play.

WIN CD $34.95

Order Direct From Sierra

Call Toll-Free 1-800-757-7707

The Late Night Fright Freak

RAMA NEW

From the creators of 2001 and Cosmos. Explore a startling, mysterious world of alien wonders as part of a select team of astronauts sent to decipher the secrets of a strange craft that has entered the far boundaries of the universe. Launched by an unknown intelligence commanding technology humans do not understand, RAMA presents the human mind with it's most challenging adventure. The innovative 3-D environment is unsurpassed in it's intricacy and beauty.

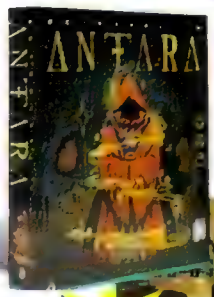
FREE BONUS

WIN 95/ DOS CD $54.95

PHANTASMAGORIA: A PUZZLE OF FLESH NEW

Curtis Craig's greatest desire is to maintain the status quo, but nothing works out as he wishes when you follow him through the inexplicable, terrifying events that fill this dark tale of psychological horror. It's up to you to guide Curtis through this nightmare, uncover the secrets that haunt him, and prove his guilt or innocence. The sequel to last year's biggest hit thriller is definitely designed for mature gamers.

WIN CD $54.95



BETRAYAL IN ANTARA NEW

The Antaran empire has fallen prey to corruption and decay. Now, you control the destiny of four young Antarans chosen to restore the balance of power to Antara in the ultimate fantasy role-playing adventure. Interconnected story-chapters provide visual progress markers that make each episode richly rewarding. A dynamic third-person 3-D tactical system brings to life a world where magic and battle mean the difference between life and death.

FREE BONUS

WIN CD $54.95

HUNTER HUNTED NEW

Imagine a future where mankind has been enslaved by aliens whose idea of fun is watching you battle a mutant beast in a brutal and violent attempt to survive and escape through a labyrinth of tunnels. Each character has strengths and weaknesses. Jake's a master of weapons and heavy firepower. The Beast is stronger and can take a lot of abuse. Features a new Z-plane scrolling system and exclusive split-screen head-to-head action.

FREE BONUS

WIN 95 CD $49.95

NEW

CASINO DELUXE 2

Beat the odds to a pulp with high-stakes action that captures the intensity and allure of a real-life casino. Play Slots, Video Poker, Roulette, Craps or Champion Blackjack. Includes a Blackjack Internet version for head-to-head play and a free laptop version.

FREE BONUS

WIN CD $29.95

SPACE BUCKS

Expand your interstellar transport company throughout the galaxy. To succeed you need to design better transports, secure alien landing rights, snag new trade routes and keep your eyes open for interstellar takeover opportunities.

WIN CD $34.95

PHANTASMAGORIA

The blissful life Adrienne Delaney hoped for unravels as she uncovers an ominous presence that lurks in the passageways of her new home. So startlingly real, you'll live this interactive nightmare as if it were your very own. For mature audiences.

FREE BONUS

WIN CD MAC CD $54.95

URBAN RUNNER

Get the breath-taking suspense-thriller that brings full-motion, full-screen action to your PC with superior SVGA graphics that truly bring the chase to life.

FREE BONUS

50% OFF

WIN CD $27.95

POLICE QUEST SWAT

Daryl Gates, former head of LAPD and originator of the SWAT concept, takes the Police Quest series to new levels of realism. You'll learn what real SWAT officers learn as you advance from the academy to the mean streets.

FREE BONUS

DOS/WIN CD MAC CD $49.95

SHIVERS

Venture into a spine-tingling first-person mystery. Shivers finds you trapped inside the long-abandoned Museum of the Strange and Unusual. Ghostly live-action and 3-D graphics create an adventure that changes every time you play.

FREE BONUS

WIN CD MAC CD $39.95

COMMAND: ACES OF THE DEEP

Wage undersea battle with the program that Computer Gaming World said "Sets the standard for submarine simulations..." A fantastic 3-D environment and amazing special effects take you beneath the oceans' surface, where the danger is real.

WIN 95 CD $29.95

SPACE QUEST 6

Fight grime and evil adversaries throughout the galaxy with Roger Wilco, janitor turned space adventurer, as he joins farces with video games, TV and sci-fi movies from the past and present.

DOS/ WIN CD MAC CD $24.95

EAGER TO LEARN

Enlist the help of an extra-cute extraterrestrial with magical powers that make learning numbers, reading and math fun! Features an exciting range of activities with two levels designed for kids ages 4 to 5 and 6 to 7 years old.

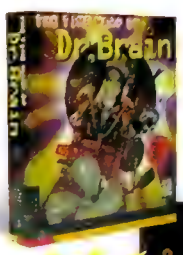
WIN CD MAC CD $34.95

MIXED UP MOTHER GOOSE DELUXE

Eighteen of Mother Goose's classic nursery rhymes have been scrambled and it's up to your children to straighten them out. This all-time kid's classic provides hours and hours of fun.

WIN CD MAC CD $29.95

THE TIME WARP OF DR. BRAIN NEW



Now the incredible Dr. Brain has somehow sent himself careening through time and 600 brain-busting puzzles stand in your way as you help him find his way back. Includes 10 brain-flexing puzzle areas, each designed to bring minds of all ages to new levels of mental fitness. And it's fun too! Plus, good old Dr. Brain has discovered the Internet in his time travels, so now you can challenge friends on-line in two new puzzle areas.

WIN CD MAC CD $39.95

KING'S QUEST VII: THE PRINCELESS BRIDE

Play two separate characters through six epic chapters in the latest King's Quest adventure from Roberta Williams. Incredible animation, superior graphics and outstanding music create an enchanting tale that your whole family will love.

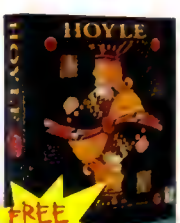
DOS/WIN CD MAC CD $29.95

SIERRA'S SCHOOL HOUSE

No other learning software covers second through fifth grade English, Math or Science so thoroughly. An interactive tutor guides children to balance education, exploration and entertainment. Specify English, Math or Science when ordering.

WIN CD MAC CD .....$29.95 each

HOYLE CLASSIC GAMES



Ten favorite games come to your PC, including Poker, Bridge, Gin, Cribbage and more. The exclusive Attitude Meter lets you change the competition, from friendly to downright obnoxious. Animated competitors respond realistically to player moves. Includes Backgammon and Checkers, too.

WIN CD $24.95

THE LOST MIND OF DR. BRAIN

Oooooops! Dr. Brain accidentally downloaded his brain to his lab rat! Now it's up to you to get it back. Flex your mental muscles with more than a thousand wacky brain-busting puzzles. Adjustable difficulty levels make it a blast for kids and adults! Guaranteed to keep you and your children playing for years.

WIN CD MAC CD $39.95

SIERRA HOME SPECIAL VALUE!

New! Combines the best home-productivity software in one value-packed bundle to help you get the most out of your home PC. Includes the all-new Print Artist 4.0 creativity software, MasterCook Deluxe for recipes, nutrition and cooking, LandDesigner to help you realize the landscape of your dreams, and the amazing Collier's Unabridged Encyclopedia home-reference on CD-ROM. It's the ultimate home software collection for your entire family!

4 Software Programs for One Low Price

WIN CD $74.95

THE INCREDIBLE MACHINE 3.0

Plunge head-first into an insane world where you manipulate pinwheels, dynamite, pulleys even gravity and air pressure to solve fiendishly funny puzzles. Start with 150 built-in puzzles, then jump in and create your own with more than 100 animated parts!

WIN CD MAC CD $34.95

TORIN'S PASSAGE

Welcome to Strata, where the lad Torin pursues his destiny in five worlds-within-worlds. This fascinating adventure game features hand-drawn animation, digital sound and an original musical score. A humorous fantasy-adventure treat for the whole family.

DOS/WIN CD $24.95

COOKING LIGHT

Prepare nutritious, great-tasting food with more than 1,250 delicious, low-fat, low-cholesterol recipes from the pages of Cooking Light, America's number one food magazine! Includes complete nutritional analysis for everything from snacks to complete meals.

WIN CD MAC CD .....NEW VERSION .$34.95

MASTERCOOK DELUXE

MasterCook Deluxe makes it easy to analyze recipes for calories, fat levels, and other nutrition information. Includes more than 1,600 recipes from America's most prestigious chefs. It will even simplify your grocery shopping!

WIN CD MAC CD .....NEW VERSION .$39.95

NEW 3D LANDDESIGNER

Design your dream landscape, complete with a 3-D walkthrough. Elegant sample designs, easy-to-use drawing tools, an extensive encyclopedia of plants, trees and shrubs and much more make it easy. It even shows how your garden will grow and bloom over time!

WIN CD $49.95

PRINT ARTIST 4.0

The highest rated home-publishing powerhouse makes it easier than ever to create thousands of projects for home and office. All-new version 4.0 features more than 10,000 full-color graphics, 1,500 expressive typefaces, 1,500 professionally designed layouts and 600 spectacular photos. Create greeting cards, signs, labels, calendars and much more!

WIN CD .....NEW VERSION $49.95

Ripping the Personal Out of Your Personal Computer

By the time you get your hands on *Hunter Hunted*, we guarantee the action will knock you on your duff. How do we know? Well, we put the game to the ultimate test and handed it over to two of Sierra's most serious gamers; a couple of adrenaline-driven, Mountain Dew main-lining, blood and guts junkies named Paul and Dave.

Now Paul and Dave aren't ordinary gamers. They're lunatics. We went to Paul and Dave and asked what they wanted in an action game. They asked for blood. It's in there. They asked for hovering mines and rocket launchers. They're in there. They asked for knives, guns, and Ninja stars. They're in there. Above all, they wanted seething, unadulterated action. Take it easy, guys—we promise, it's in there.

Sierra's sizzling new action game, *Hunter Hunted*, rips the personal out of your personal computer. Split-screen, X-Y-Z plane-scrolling action lets you and another player battle to the death as a ferocious sewer-crawling Beast, or as a ruthless street warrior named Jake. Between the two, the action is fierce and bloody, and that's nothing compared to what goes on between you and the person on the other side of the keyboard. Here's a glimpse of the damage Paul (as "Beast") and Dave (as "Jake") inflicted on one another during a recent rowdy death match....

Kill or Be Killed

The year is 2015 and Earth has been invaded by a superior race of brutal alien warriors called the Masters. For their entertainment, the Masters pit human slaves in violent death-matches against another one of their captive races, the beasts of the planet Kullrathe. Only one of the strongest from each race remains. Whether you choose to be the Beast or Jake the human, your only hope for revenge is to escape. If your opponent doesn't kill you, the Masters will. Good luck and good hunting!

Beast: *You'd better run, you waste of space, 'cause when I catch you I'm going to bash your head in.*

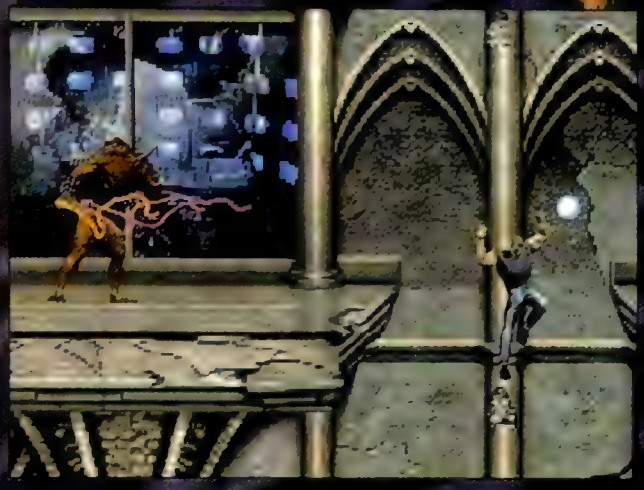
Jake: *Come on tater, I dare you. If you want to bite a bullet—no problem, here's a few hundred.*

Jake: *It's not nice to sneak up on your friend. Eat this!*

Beast: *Oh, did that hurt? Sorry! Now stand up and let me finish smattering your brains against the wall.*

Beast: *I'm not afraid of you, Death. What do I have to lose? I'm already in Hell!*

Beast: *Enjoying the show gentlemen? Well it's time to wrap up this farce. Death, be prepared to meet your maker, this is the end of the line.*



Jake: *Nice try Beast, maybe next time. See you around hoser!*

Jake: *OK, on my signal, shoot. We just might be able to get rid of this loser without getting hurt.*

Jake: *See you in Hell, Beast—you scum sucker.*
Beast: *Yeah, me and your momma, Jake!*

$49.95
Available Fall 96
WIN95 CD
Order Direct 1-800-757-7707
www.sierra.com/

DECAPITATING, "SIERRA'S CYBERGLADIATORS HAS THE POTENTIAL TO SPINE-CRUSHING PUMMEL ITS WAY TO THE TOP OF THE PC FIGHTING FUN! GAME HEAP." —COMPUTER PLAYER

k.a.a.

Creates the Ultimate PC Fighting Game

by John Sauer

Fighting games have been one of the most popular genres for years because they give gamers the power to shred, pound, fold, spike, and mutilate enemies with moves, weapons, and special attacks that just ain't possible (or legal!) in the real world. Now arcade-quality fighting is coming to the PC with a title that delivers graphics, speed, and game play that rivals anything you've played on a video game. Sierra's k.a.a. renegade development group has grabbed the genre by the cojones and created one ripper of a title. *CyberGladiators* is the name and it's the ultimate PC fighting game.

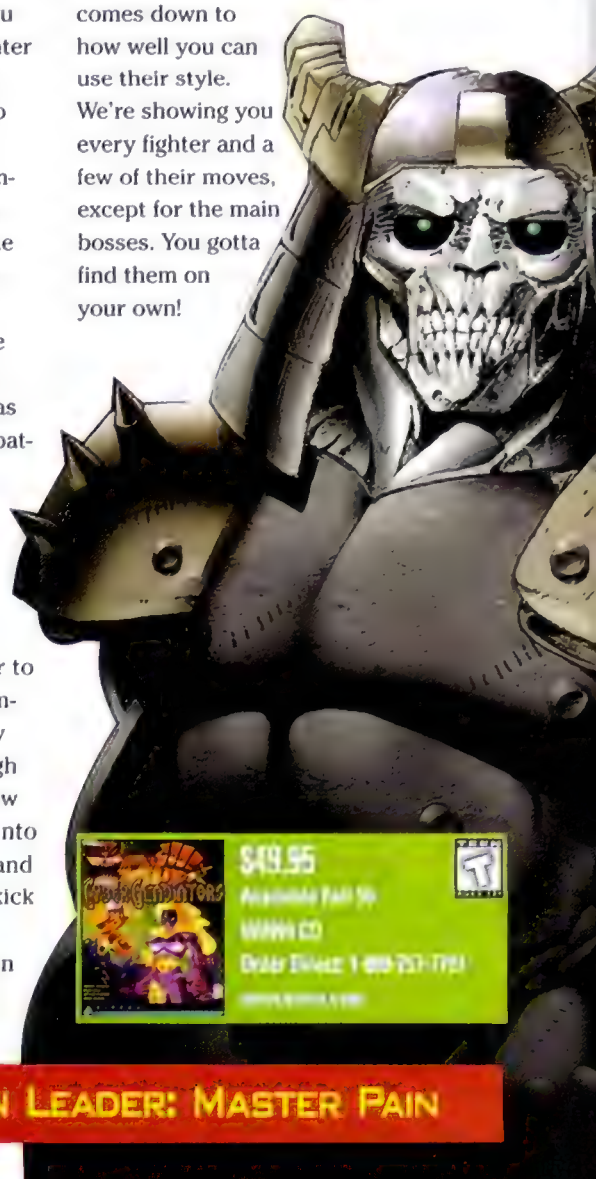
Every feature that players demand from a top-rate fighting title is here. *CyberGladiators* moves like lightning—without sacrificing image or game play quality. Motion-captured, animated characters move with the grace and deadliness of trained martial arts experts. The game runs in 16-bit HighColor mode for incredibly real colored light effects such as flying sparks that cast moving pools of colored light. And light-source shading puts the shadows where they're supposed to be.

CyberGladiators features an impressive list of "firsts" that can't be found in other PC fighting games, including a revolutionary real-time hook that lets you change moves in midstream. The fighter AI is so advanced that the computer characters learn from every battle, so you have to continously get better if you want to win. Objects such as flaming spears, exploding chunks of lava, and 55-gallon drums not only have the potential to cause you damage in the arenas—they can be picked up and used, as well. You can even—if you're good enough—decap your opponent and watch his life sparks ooze away as his body sags to the ground. This is battling on deadly ground.

50 Ways to Leave Your Liver

You know why you play fighting games. It's for the moves. *CyberGladiators* gives you the power to make strikes, throws, kicks, and combos you just wouldn't believe. Every cybergladiator has more than enough tricks to give both hard-core and new battlers a complete arsenal to take into battle. You don't just make a move and watch it happen. You can launch a kick and roll it into a strike attack—if you're fast enough. Or you can turn a strike into a defensive move, or cut loose a power move with the character's special weapon and deliver the coup de grâce.

Both the Alliance Fighters and the evil Gy Djin are equally matched. Good guys and bad guys. Take your pick. It all comes down to how well you can use their style. We're showing you every fighter and a few of their moves, except for the main bosses. You gotta find them on your own!



THE EVIL GY DJIN LEADER: MASTER PAIN

The Alliance Fighters

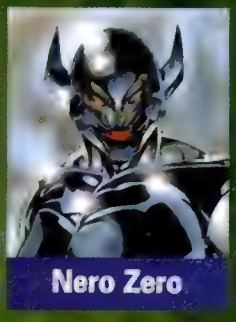
The Good Guys

Sergeant Mayhem

Uncle Slam

The leader of the Alliance *CyberGladiators*, Mayhem comes across as a deranged, paramilitary war 'droid, which he is. His special moves are military style kicks, strikes, and throws.

Low Blow



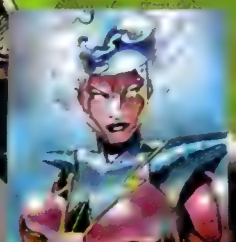
Nero Zero

Hailstorm

Nero Zero is a cryogenic kung fu master. His attacks are laced with stealth, speed, and deception. His blows often have anough impact to damage or shatter his enemy's body parts.

Blizzard

Special Moves



Plazma

Burnout

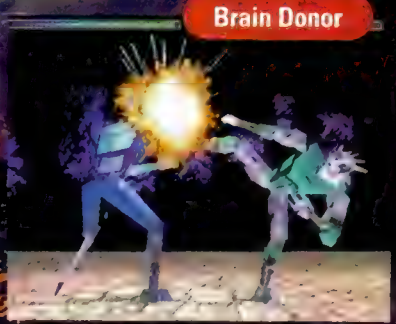
Plazma is an acrobatic fighter with an unquenchable fire fetish. She's the most agile of the fighters, with a style that combines gymnastics and martial arts.

Sky Scorcher

Psyclopps

Luna Kick

This crazed battle 'droid is so insane that he ought to come with a warning label. His style is as out of control as he is—a mix of highly refined martial arts with twitchy-but-deadly attacks.



Brain Donor

Gy Djin

The Bad Guys

Master Pain

Death Fall

With a name like Pain, you know he's not a nice 'droid. He likes to inflict big-time pain. He combines the fastest, most effective martial assaults with a variety of aerial and acrobatic attacks.

Nether Rage

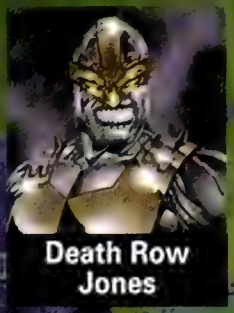
Brother Grimm

Obituary

Grimm is terminally mean. He may look awkward, but can move deceptively fast. Grimm's left leg is a sharp steel spike that can easily impale the armor of his opponents.

Coffin Spike

Special Moves



Death Row Jones

Shackle Hack

There's only one way to describe Jones—he's a heavily armored, electrically charged, homicidal cyborg. His weapons are prison shackles and his helmet packs a sizzling wallop.

Power Tackle

Madam Discipline

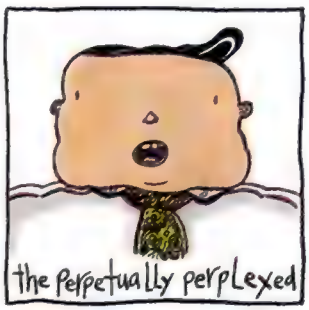
Feet Fetish

Don't ever say "hurt me" to the Madam. She needs to be in control, dominate, and inflict pain. Her fighting style is arsenal kicks and punches (with cheap crotch kicks thrown in).

Hurt Me, Hurt Me

Sierra makes stuff for all kinds of game players.

the entire manual memorizer


the perpetually perplexed

the insane multi-tasker

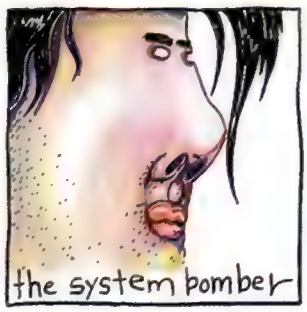
the bleary-eyed night owl

the rookie surfer

the high score braggart

the sticky-fingered preschooler

the technical wizard


the system bomber

the screen-saver collector

the config.sys wrecker

the steel-nerved mouse crusher

the eye-candy addict

the overconfident puzzle solver

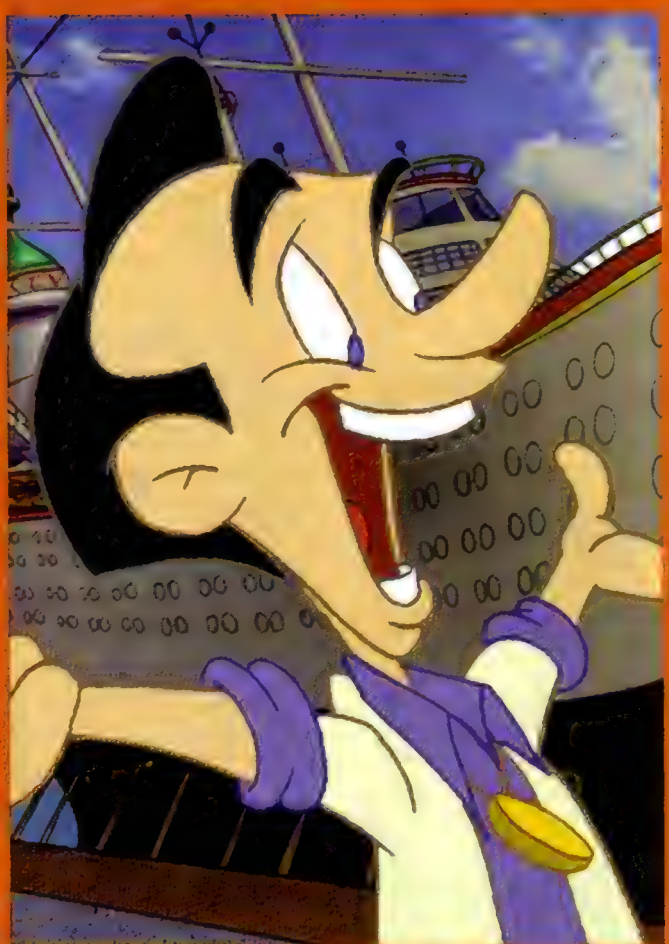
the covert office gamer

the equipment junkie

Illustrations by Kevin Pope.

so which kind are you?

http://www.sierra.com/rama



http://www.sierra.com/lsl7

RAMA™

When Arthur C. Clarke, one of the greatest visionaries of all time and author of *2001: A Space Odyssey* combined forces with Gentry Lee to write the book Rama II, it was bound to be an extraordinary experience. No less so is the game based on their sci-fi masterwork. Aboard a great interstellar ship, you'll find a world so vast, that exploring its complex secrets and mysteries will stretch both the limits of time and your mind. At first you will wonder: what goes on here? who can be trusted? where is the danger? But, as you decrypt the language of octospiders and avians, and survey the riddles of this 30-mile long spaceship, you will be drawn in to play the role of savior.

Not for The Weak-Willed or The Faint of Heart. But, definitely for The Adventurous Devotee of Sci-fi.

WIN 95 DOS

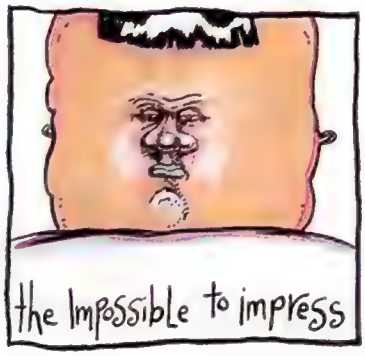
LEISURE SUIT LARRY®

Attention Party Animals: He's back. He's balding. He's as desperate as ever. Yes, from the wacked-out mind of Al Lowe, comes the latest miss-adventure of Leisure Suit Larry, *Love For Sail.*™ In this politically-incorrect bikini-watch, you're given the dubious task of helping Larry cavort his way through salty puzzles and brain teasers in quest of the ultimate, uh, well, uh, you figure it out. Guaranteed to peg your laugh meter. But then what would you expect from a CD game with Scratch 'n' Sniff?

WIN 95 WIN DOS

S I E R R A®

Sierra Adventure Games: Ideal for



and

PHANTASMAGORIA® II

Roberta Williams' *Phantasmagoria* terrified and captivated more than a million horror and mystery lovers as one of the unqualified successes of the past year. Now the terror is back, intensified and more controversial than ever in an all new story, *A Puzzle of Flesh*™. A game that will appeal to The Steel-Nerved, this richly woven tapestry of psychological horror pulls no punches. The scenes are often all too graphic, the fear you'll feel will be all too real. Fortunately, the designers have thoughtfully provided a password-protected way to set the level of intensity, should this game be a little too much for some members of your family. Or, perhaps, even you.

WIN 95 DOS MAC RP

http://www.sierra.com/phantbs2

Buy 2 Sierra CDs and get a 3rd free and enter to win a $5,000 home theater PC

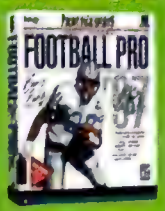
See mail-in cards or call 1-800-757-7707 to order direct.

1996 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

http://www.sierra.com/fpfb97

FRONT PAGE SPORTS: FOOTBALL PRO '97

When Computer Gaming World says you're the "Sports Game of the Year" three years in a row, you better come back with something spectacular for year 4. Done. The '97 version of *Football Pro* adds network and modem play, so if you're one of The Keenly Competitive, you can get even with The Insufferable Braggarts, no matter where they live. The fantastic motion-captured graphics are better than ever, too. Same goes for the exclusive CAMS™ system that lets you scope out the action from any spot in the stadium. Add in all the NFL teams, players and current stats and it looks like a "four-peat" could be on the way this season.



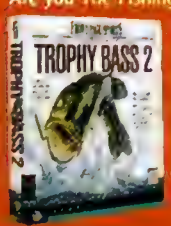
WIN 95

PLAYERS

http://www.sierra.com/tbass2

FRONT PAGE SPORTS: TROPHY BASS™ 2

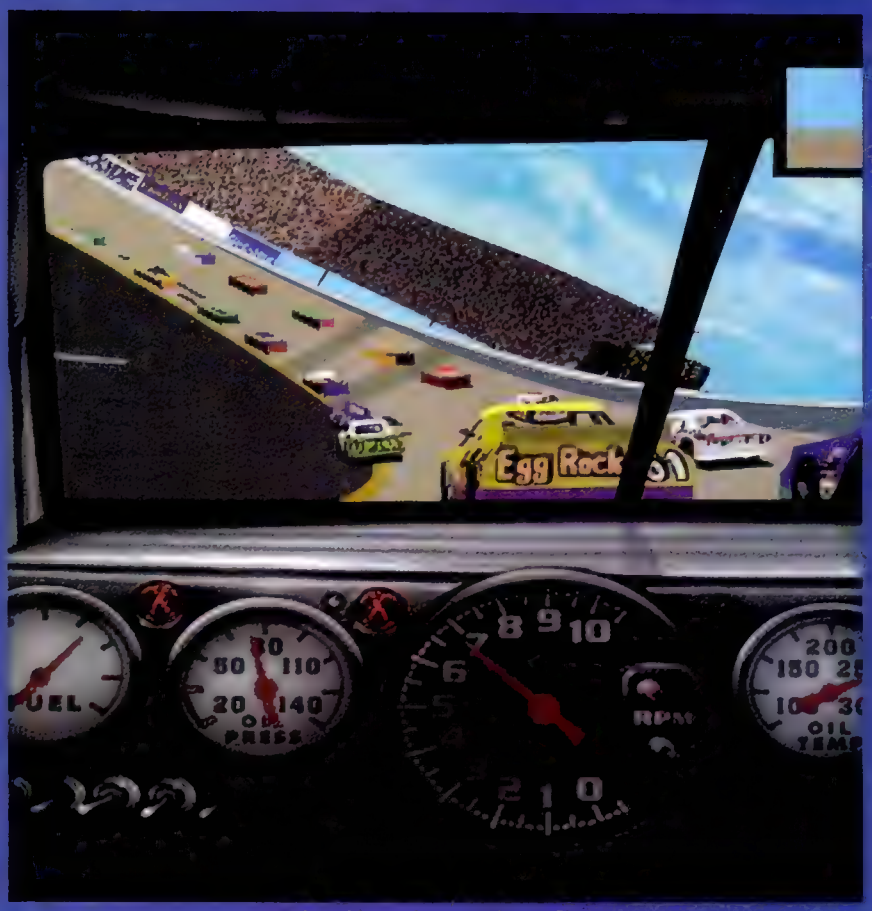
Are you The Fishing Fanatic on your block? Well, even the most maniacal can't be on the lake all the time. But now you can sit at the keyboard and do your fishing with *Trophy Bass 2*. You get to chew over the weather, water temperature, the season, and time of day to choose the right tackle. Then, pick your spot on one of 10 bass-packed lakes, and make just the right moves to cast where bubba's hiding out. Here's another exclusive angle: You can go on-line to challenge other cyberanglers head-to-head in a bass tourney. WIN 95 WIN



Sierra Sports Games: Made with

and

SIERRA



http://www.sierra.com/nascar2

NASCAR® RACING 2

What do you get when you take the most popular racing game ever made (the one PC GAMER called "the best racing sim ever made," and the only one licensed by NASCAR) and tell the pit crew to do a major overhaul? You get a game with '96 cars and 16 Nascar Winston Cup circuit tracks. You get 8-driver network play, a faster frame rate, and a new arcade mode that helps you start driving faster. Another most cool addition: simulated spotter and crew chief communications so you'll know who's on your tail and when it's time for new rubber. Is there a better game for The Avid Lover of Realism and Racing? Negatory.

NASCAR® Racing 2 is officially licensed by NASCAR. The name and likeness and marks of the #3 GM Goodwrench Service stock car and the Dale Earnhardt name are licensed with Dale Earnhardt, Inc. The right to use the name, likeness and image of the Hendrick Motorsports Car #5, Kellogg's Racing and Terry Labonte are granted under license from Hendrick Motorsports. Tide and Tide the Logo are registered trademarks of Procter & Gamble and may not be used without written consent of Procter & Gamble. Procter & Gamble has licensed these rights to Papyrus Design Group's name. Name and likeness of the #10 Tide car is used under license with LCR, Inc. The right to use name, likeness and image of Hendrick Motorsports car #24 DuPont Automotive Finishes and Jeff Gordon are granted under license from JG Motorsports, Inc. The name of Johnny Benson, the name, marks and race car design of Bahari Racing's #30 car including the trademark of Pennzoil Company, are used under license with Bahari Racing and Johnny Benson.

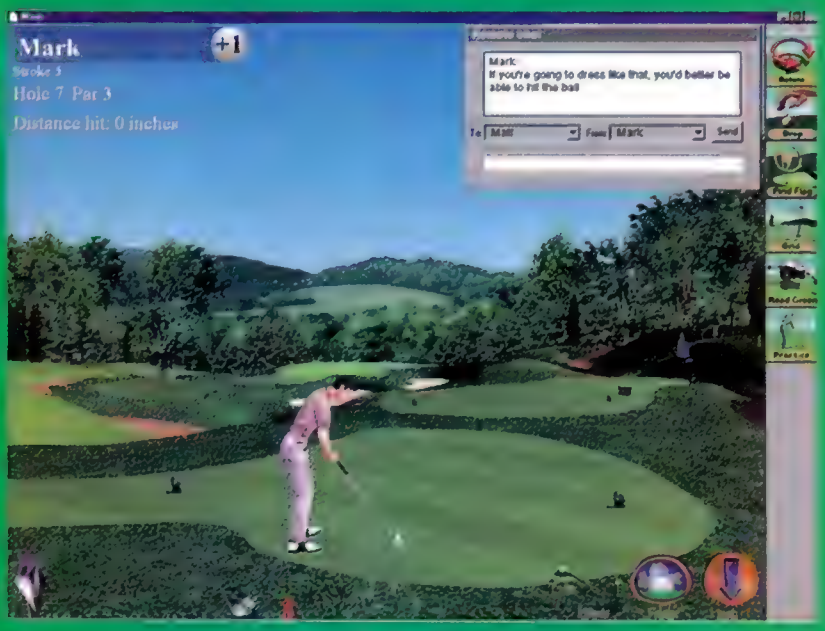
NASCAR Racing is also available for Mac and the PlayStation™ game console.

DOS

FRONT PAGE SPORTS®: GOLF

What does swinging a golf club have in common with clicking a mouse? If you ask us: nada. That's why we invented TrueSwing™. You pull the mouse back for your backswing, then thrust it forward for your shot. Now we're talking golf. We're also talking down-to-the-inch realism on the world-class courses you'll play and the 3D animated golfers you'll watch. And, thanks to network play, you can hit the links with up to 255 of your closest friends. Anything else? Yes. This game was designed by Vance Cook, the genius behind the original Links 386. So, basically, it's the golf game to get if you're The Settle-For-Nothing-But-The-Best kind of gamer.

WIN 95

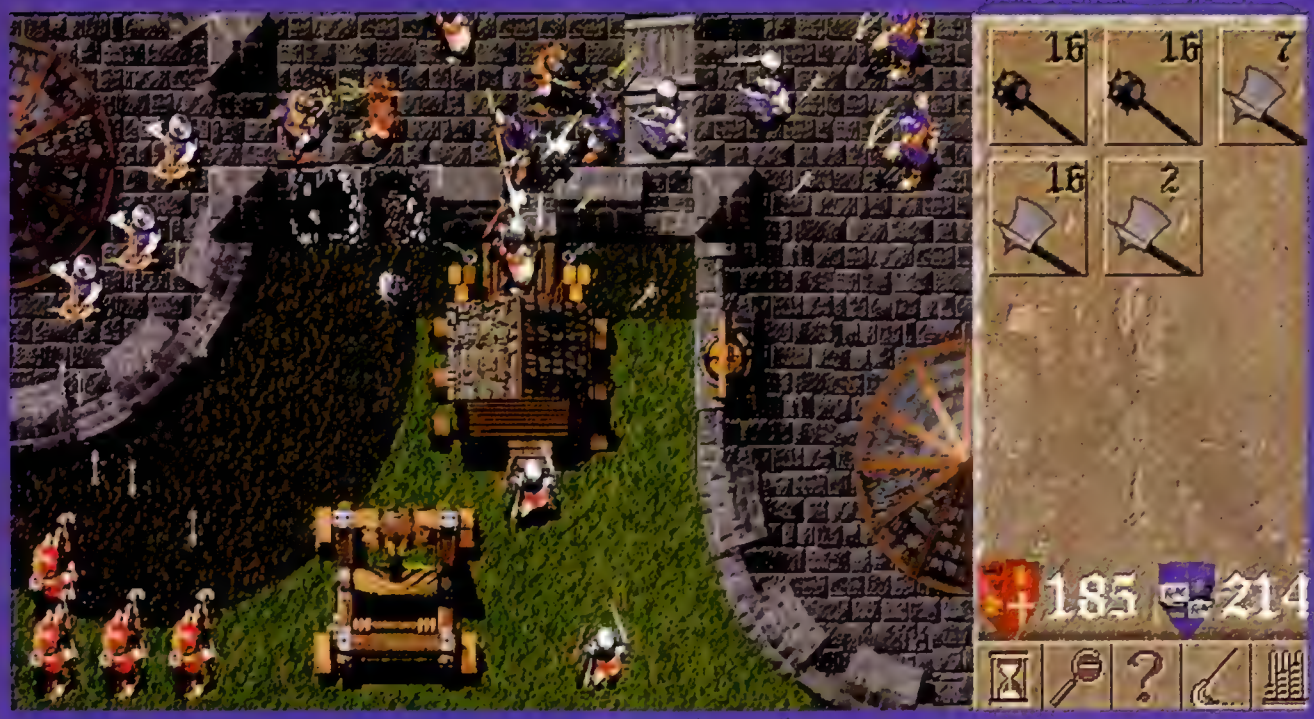


http://www.sierra.com/golf

Buy 2 Sierra CDs and Get a 3rd Free and enter to win a $5,000 home theater PC

See mail-in cards or call 1-800-757-7707 to order direct.

© 1996 Sierra On-Line, Inc. ® and or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved



http://www.sierra.com/lords2

LORDS II

The original *Lords of the Realm*™ was named "Best Historical Simulation" by PC GAMER. Now they say this all new sequel, "combines the best of two worlds," referring to the real time battles and the turn-based strategy game that is *Lords II*. In other words, you can lay siege to your opponents with catapults, flaming arrows, pikes, maces, and the ever popular boiling oil.

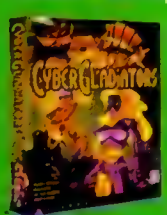
But, first, you need to come up with a brilliant strategy for managing your lands and serfs. Build up a strong kingdom and it's plunder time. Play up to three others head-to-head via modems and networks, then watch those head-to-heads roll.

WIN 95 DOS

http://www.sierra.com/cyberg

CYBERGLADIATORS™

What's 12-feet tall, weighs 3½ tons, is made from toxic waste and military wreckage, and is capable of kicking your sorry butt into next Tuesday? Duh. They're *CyberGladiators* - the most aggressive, unpleasant, and downright vicious opponents ever to appear on a PC monitor. You can interrupt and change moves on the fly (a first). Plus you can kick your opponent's head off and watch his lifeforce ooze away (another first in computer gaming, and in civilization in general). Ideal for The Manly-Man. Not recommended for anybody who goes by the nickname "Wuss."



WIN 95

SIERRA

http://www.sierra.com/hunter

HUNTER/HUNTED™

Take a deadly arsenal, a computer, a couple of life forms, and then put the whole works on bovine steroids and you've got the idea behind the furiously paced *Hunter/Hunted*. You can be the "hunter," a two-horned monster having a serious bad-hair day, or the "hunted," a human who does not think it is fun to be placed in a life-and-death battle simply for the amusement of a race of super-aliens. You'll encounter flesh-eating tunnels and booby-trapped sewers in the first PC game that lets you fight head-to-head with a split screen so you can keep a blood-shot eye on your nemesis.

WIN 95

Sierra Action & Battle Games: They're What to Get

and

Buy 2 Sierra CDs and get a 3rd free and enter to win a $5,000 home theater PC

See mail-in cards or call 1-800-757-7707 to order direct.

© 1996 Sierra On-Line, Inc. ® and or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

http://www.sierra.com/antara

BETRAYAL IN ANTARA™

In our realm's (role-playing computer games) glorious medieval period (about three years ago), a great lord known as the Empirical Scribe (editor) of a journal of a eminent repute (COMPUTER GAMING WORLD) bestowed a great honor ("Hall of Fame") upon the forebearer (*Betrayal at Krondor*) of the newly conceived *Betrayal in Antara*. And so, from these royal roots, comes a rich, complex brew of secrecy, magic and combat. More than 50 spells are placed at your diabolical disposal, as you hinder the corrupt agenda of the Antaran empire. For The Magical, Tactical Wizard in your realm. Mere mortals need not apply.

WIN 95 WIN

http://www.sierra.com/birthright

BIRTHRIGHT™

There are certain things one approaches very carefully: dragons, swords, spells, treachery, and taking a legendary ADVANCED DUNGEON & DRAGONS® game like BIRTHRIGHT and putting it on a CD. So let's just say we treated BIRTHRIGHT with more respect and authenticity to the TSR™ way than you might expect from a computer game. This first game in the BIRTHRIGHT trilogy gives you the opportunity to share the realms of Anuire with other players over the Internet and networks. Discover what happens when fantasy role-playing meets strategy and war-and when the magic of BIRTHRIGHT meets your computer.

BIRTHRIGHT and ADVANCED DUNGEONS & DRAGONS are trademarks of TSR, Inc. and used under license.

WIN 95 DOS MAC

SIERRA

POWER CHESS™

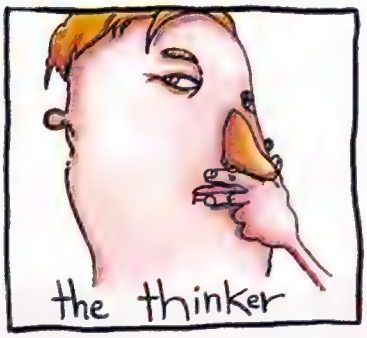
Here, finally, is a computer-based chess game made to satisfy The Computer-Based Chess Game Skeptic. Why? Because *Power Chess* doesn't just beat you to a pulp like a microchip Grandmaster. Instead, it uses artificial intelligence to actually figure out how good you are. Then the computer plays just a few rating points beyond you to keep you challenged and sharpen your game. There's also a personal coach who will analyze your moves and give expert suggestions in clear, non-computery, spoken English. Now, what are you going to do with your new chess skills? How about taking them on-line to beat other *Power Chess* players (preferably, to a pulp).

WIN 95

http://www.sierra.com/powerchess

Sierra Adventure & Chess:

Welcome Additions to the CD Collection of



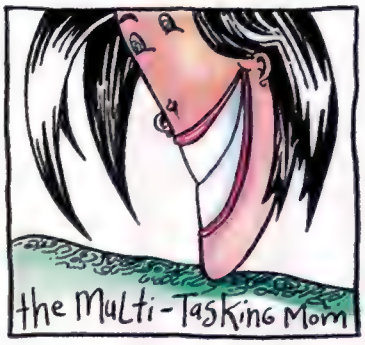
and

Buy 2 Sierra CDs and get a 3rd free and enter to win a $5,000 home theater PC

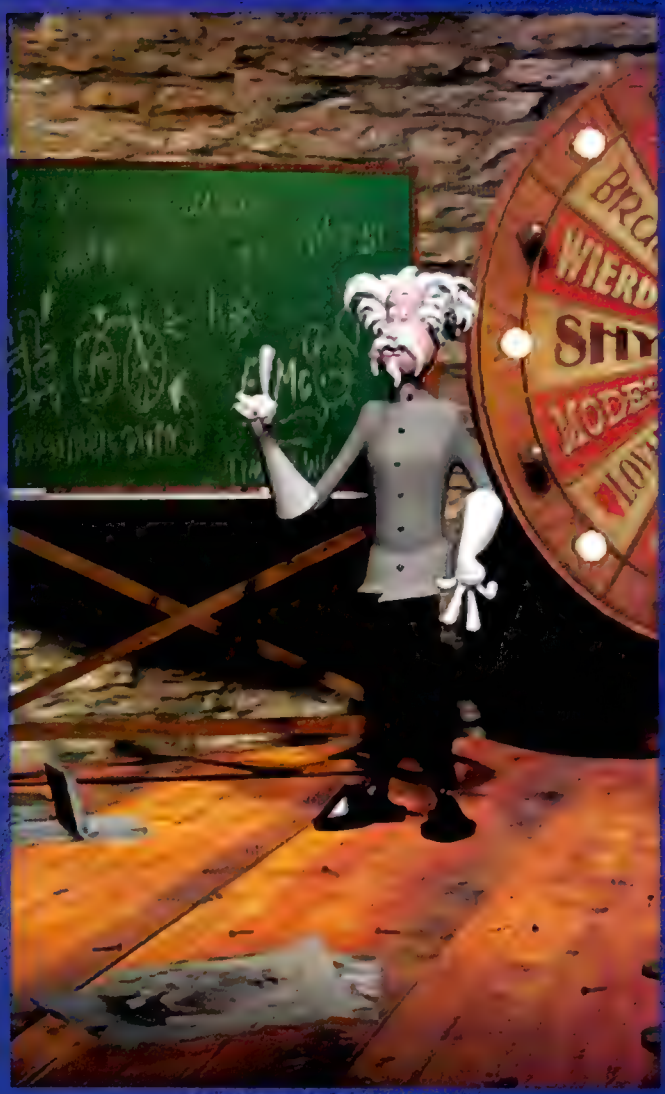
See mail-in cards or call 1-800-757-7707 to order direct.

© 1996 Sierra On-Line, Inc. ® and or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

Sierra for the Home and Family: Perfect for

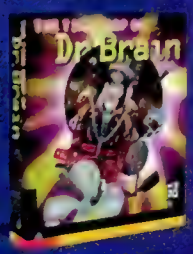


and



THE TIME WARP OF DR. BRAIN™

Are you one of those Research-Things-To-Death-Before-You-Buy people? Well, last year, a magazine that reports on consumer matters and who would sue us in an instant if we used their name, said that *Dr. Brain* is the best software you can buy for your kids. And what would they say to our latest installment? We bet they'd like the way *Dr. Brain* lets you travel through time. But mostly, they'd be impressed by the ten new 3D puzzle areas, over 600 new puzzles, and the three levels of difficulty that make *Dr. Brain* fun and challenging for all ages–including yours.



WIN 95 WIN MAC

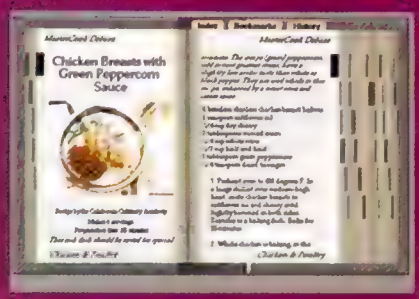
SIERRA'S SCHOOL HOUSE™/EAGER TO LEARN™

Here are two CDs from the people who brought you *Dr. Brain* (us) for The Soon-To-Be-Precocious in your house. *Eager To Learn* gives your pre-schoolers a valuable head start by helping them learn to count, recognize letters and numbers, and do simple math problems. With *Sierra's School House*, your school-age kids will get extra attention in math, science and English–from 2nd all the way through 5th grade. Either way, they won't mind learning with these "games," because they'll have fun and get to be creative.

WIN 95 WIN MAC

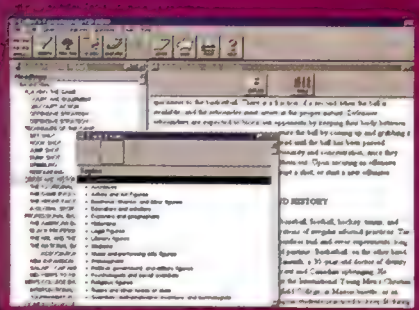
SIERRA

1. *Print Artist 4.0* starts you out with hundreds of cards, signs, stationery, and designs you can modify.



2. More than a recipe collection, *MasterCook Deluxe* helps you work out nutrition, menus and your shopping list.

3. Plant your dream garden with *LandDesigner 3D*, then let the computer show you how it will look through the years.



4. *Colliers Encyclopedia* isn't a toy or a "sound bite" collection. It's a serious, authoritative reference.

SIERRAHOME: 4 "MUST-HAVE" PRODUCTS AT 1 INCREDIBLE PRICE.

http://www.sierra.com/printart

SIERRAHOME

You know those software collections they make for businesses? Well we've brought that same idea home, by taking the best software for families and putting it all together in one first-rate, reasonably-priced, indispensable package. Here's what you get: *Print Artist™ 4.0*, acclaimed by PC MAGAZINE and FAMILY PC as the best all-around home publishing software for invitations, cards, signs and more; *MasterCook™ Deluxe*, with 1,600 rather tasty kitchen-tested recipes and nutritional data; *LandDesigner 3D®*, a detailed reference on plants and vegetables that lets you create gardens you can walk through in remarkably realistic 3D; and *Collier's® Encyclopedia*, the most serious, information-packed CD reference available, and an invaluable resource for students and adults.

WIN 95 WIN

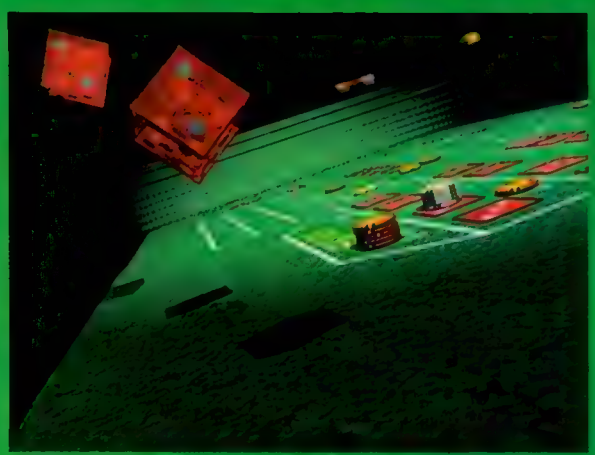
Buy 2 Sierra CDs and Get a 3rd free and enter to win a $5,000 home theater PC

See mail-in cards or call 1-800-757-7707 to order direct.

© 1996 Sierra On-Line, Inc. ® and or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved

Sierra Arcade & Family Games: For

and



http://www.sierra.com/hoyle/casino

HOYLE™ CASINO™

Here's a game that will hit the jackpot for The Riverboat Gambler, The Slick-Talking Dude, and The Incredible Cheapskate in all of us. It features the games you'd find in casinos: poker, blackjack, roulette, craps, slots, and more. But, it also includes a cast of witty, sharp-tongued, animated characters for you to play against. If you're up to human competition, you can go on-line and match your luck with real gamblers from around the globe. Thankfully, no actual money changes hands, so you'll never have to explain things to your spouse in the a.m.

WIN 95 WIN

3D ULTRA PINBALL™: CREEP NIGHT™

If you're one of The Over-Stim Deprived, do we have a game for you. Following on the incredibly hot heels of last year's best-selling *3D Ultra Pinball* comes this all-new edition, with three separate tables brimming with moving zombies, skeletons, gargoyles and ball-stealing ghosts. (Bet you've never seen that in a quarter-gobbling table.) And here's something you don't see in other PC pinball games: Sierra's physics-based ball movement, extra wide tables, and super-fast play action. Exciting? Exciting! We're getting wired just telling you about it.

WIN 95 WIN MAC

http://www.sierra.com/3dupb2

SIERRA GOOD AS GOLD

OUR PROMISE COMES WITH EVERY SIERRA PRODUCT

❖ Satisfaction guaranteed or your money back. ❖ Free technical support. ❖ Auto-update downloader built in.

SIERRA™ Buy 2 Sierra CDs and get a 3rd free

© 1996 Sierra On-Line, Inc. ® and or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

SIERRA®

PLACE
STAMP
HERE

Sierra Sweepstakes
P.O.Box 1301
Coarsegold, CA 93614

Fold along this line.

WE'RE GIVING AWAY FIVE.

WANT ONE?

A TV, Entertainment Center, and 200 Mhz Pentium PC all in one is a pretty cool idea by itself. That you can win one for free is even better. So turn this card over to find out how.

Please tape closed (No staples)

HPF611

Cut along this line.

HPF611

Buy 2 Sierra CDs and Get a 3rd free

Check the box in front of your free product from the list below (please indicate platform) and mail this card with your check or money order made out to Sierra On-Line for $5.95 for shipping and handling, original dated receipts and proofs of purchase from both games (the UPC bar code from the cartons, no photocopies) to:

Sierra Buy 2 Get 1 Free Offer
P.O. Box 1301
Coarsegold, CA 93614

You can also take advantage of this offer by ordering directly from Sierra at 1-800-757-7707.

- ❑ Caesar II ○ Win ○ Dos ○ Mac
- ❑ Casino Deluxe 2 ○ Win
- ❑ Eager to Learn ○ Win ○ Mac
- ❑ EarthSiege 2 ○ Win
- ❑ Football Pro '96 ○ Dos
- ❑ Hoyle® Classic Games ○ Win ○ Mac
- ❑ King's Quest VII ○ Win ○ Mac ○ Dos
- ❑ LandDesigner 3D ○ Win
- ❑ MasterCook Deluxe ○ Win ○ Mac
- ❑ Mixed-Up Mother Goose Deluxe ○ Win ○ Mac
- ❑ Print Artist 4.0 ○ Win
- ❑ Rise and Rule of Ancient Empires ○ Win
- ❑ Shivers ○ Win ○ Mac
- ➤ Sierra's School House: ○ Win ○ Mac
  - ❑ Math ❑ English or ❑ Science
- ❑ Silent Thunder ○ Win
- ❑ Space Bucks ○ Win
- ❑ Space Quest 6 ○ Win ○ Mac ○ Dos
- ❑ The Lost Mind of Dr. Brain ○ Win ○ Mac
- ❑ The Incredible Machine v3.0 ○ Win ○ Mac
- ❑ 3D Ultra Pinball ○ Win ○ Mac
- ❑ Torin's Passage ○ Win ○ Mac
- ❑ Urban Runner ○ Win

S H I P M Y F R E E G A M E T O :

Name _____ Phone (In case we have a question about your order.) _____

Address _____

City _____ State _____ Zip _____

Please allow 4 to 6 weeks for delivery. Offer valid in the U.S. only. Not valid with any other offer. Requests must be postmarked by February 28, 1997. This offer may be discontinued without notice. Sierra reserves the right to limit quantities. No dealers, please.

We're giving away FIVE NetTV® WorldVision Home Theater PCs. If you don't know what those are, prepare to drool. Start with a 29-inch TV monitor with stereo speakers and a 125 channel cable-ready tuner. Actually, that monitor is also an 800x600 display for the 200 Mhz Pentium PC with 32 megs of RAM, 1.6 GB hard drive, and a 33.6 fax/modem. There's also a remote wireless keyboard with trackball. You want? Option A: Scour every page of the Sierra ad, answer the questions below, send this card to us by February 28, 1997 and be very optimistic. Option B: Call 1-800-440-6388 for the NetTV dealer nearest you.

Win a WorldVision Home Theater PC. For

1) Flaming arrows, pikes, maces, and boiling oil are part of your arsenal in this Sierra CD. What is its name?

_____

2) A simulated spotter and crew chief communicate with you in which Sierra game?

_____

3) One Sierra product is actually four different CDs in a value-priced collection. What is it?

_____

4) Which Sierra game takes place on an Arthur C. Clarke-inspired 30-mile long space ship?

_____

Name _____ Phone _____

Address _____

City _____ State _____ Zip _____

No purchase necessary. Offer good in USA only. Sweepstakes is open to residents of the US over 18 years of age. You may use this card or enter on a plain 3x5-inch card. All federal, state and local laws apply. Taxes, if any, are the sole responsibility of the prize winners. Decisions of the judges are final and binding. Offer void where prohibited by law. Employees and family members of Sierra On-Line or NetTV are not eligible. Odds of winning depend upon number of entries received. Only one answer per question, one entry per household.

Entries will be randomly selected and answers verified for correctness to identify and select winners. Winners will be selected February 28, 1997. Grand Prizes will be shipped to winners at address shown on entry form. Approximate value of each Grand Prize is $5,000, total Grand Prize value $25,000. Winner cannot transfer prize. Prize is not redeemable for cash.

Each winner will be required to sign a release allowing Sierra to use his or her name and likeness in advertising. Winners will be announced on Sierra forums on-line and in InterAction magazine. For a list of winners, available 90 days after Sweepstakes drawing, send a stamped self-addressed envelope to Winners List c/o Sierra On-Line, P.O. Box 53210, Bellevue, WA 98015-3210.

Windows and Windows 95 are registered trademarks of Microsoft Corporation. Macintosh is a registered trademark of Apple Computer.
PlayStation™ and the PlayStation logo are registered trademarks of Sony Computer Entertainment, Inc. NetTV and WorldVision are registered trademarks of NetTV, Inc.

Buy 2 Sierra CDs and Get 1 Free*

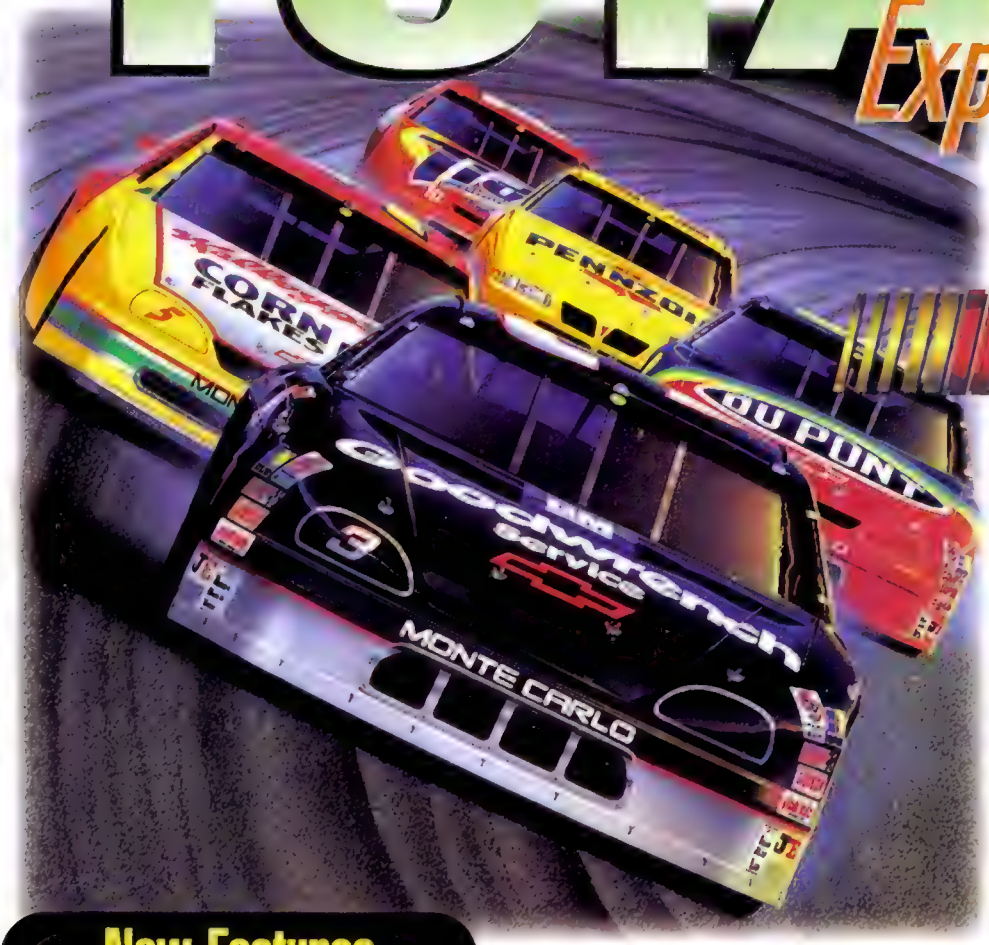
Hard to believe, but there are even more Sierra products than we could squeeze into this ad. So check them all out by going to the place where you like to buy software or call 1-800-757-7707 and order directly from Sierra.

WHEN YOU BUY ANY TWO CDS FROM THE LIST BELOW BETWEEN NOVEMBER 1, 1996 AND JANUARY 31, 1997, YOU CAN SELECT ONE MORE FROM THE OTHER SIDE OF THIS CARD AND WE'LL SEND IT TO YOU FREE.*

Betrayal In Antara
BIRTHRIGHT
Caesar II
Casino Deluxe 2
Cooking Light 4.0
CyberGladiators
Eager to Learn
Front Page Sports:
  Baseball Pro '96,
  Golf, Football Pro '97
  or Trophy Bass 2
Hoyle® Casino
Hoyle® Classic Games
Hunter/Hunted
Indycar Racing 2
LandDesigner 3D
Leisure Suit Larry - Love For Sail
Lighthouse
Lords of the Realm II
MasterCook Deluxe
MissionForce: CyberStorm
Mixed-Up Mother Goose Deluxe
NASCAR Racing 2
Phantasmagoria II
Power Chess
Print Artist 4.0
RAMA
Rise and Rule of Ancient Empires
Robert E. Lee: Civil War General
Shivers
SierraHome
Sierra's School House:
  Math, English or Science
The Incredible Machine v3.0
The Lost Mind of Dr. Brain
The Time Warp of Dr. Brain
3D Ultra Pinball
3D Ultra Pinball: Creep Night
Urban Runner

*Well, OK, free plus $5.95 for shipping and handling.

The TOTAL Experience



New! NASCAR RACING 2 Offers All the Excitement of America's Fastest-Growing Sport

New Features

- 1996 season cars, drivers, and tracks provide up-to-the-minute realism.
- Crew chief and spotter audio alert you to track conditions.
- New fast and easy Arcade Mode lets you jump in and start driving.
- New mouse-driven interface makes it easy to get into the race.
- Network play allows you to race up to eight friends over an IPX network.
- Includes 16 tracks.
- Faster frame rate and beautifully detailed SVGA graphics.

by John Williams

If you're one of the 5 million fans who attended a NASCAR® Winston Cup series race last year—or one of the almost 100 million Americans who watched the races on television—you already know why NASCAR® is America's fastest-growing sport. It's not just jumping behind the wheel of a car and driving really fast—it's the competition. Driving nose to tail at speeds of over 200 miles per hour with another car just inches from your bumper. Going in for a change of tires and a refuel in a matter of seconds. Moving through the turns with "The Intimidator" edging up beside you to get to the checkered flag. There's nothing else out there like it.

The Latest Cars, the Fastest Tracks

Even if you don't have the resources to build and race your own car, now you can experience the thrill of racing in the NASCAR® Winston Cup series on the nation's top tracks against the best drivers. It's all part of *NASCAR® Racing 2*, the officially licensed stock-car racing simulation now available at retailers.

You can race in the NASCAR® circuit against the best of the 1996 drivers.

Race Top Drivers and Cars from the 1996 Season

Top NASCAR® Drivers

#1 - Rick Mast
#2 - Rusty Wallace
#3 - Dale Earnhardt
#4 - Sterling Marlin
#5 - Terry Labonte
#6 - Mark Martin
#7 - Geoff Bodine
#8 - Hut Stricklin
#10 - Ricky Rudd
#12 - Derrick Cope
#15 - Wally Dallenbach
#16 - Ted Musgrave
#17 - Darrell Waltrip
#18 - Dave Marcis
#19 - Loy Allen
#21 - Morgan Shepherd
#22 - Ward Burton
#23 - Jimmy Spencer
#24 - Jeff Gordon®
#30 - Johnny Benson
#33 - Robert Pressley
#40 - Ricky Craven
#42 - Kyle Petty
#43 - Bobby Hamilton
#44 - Jeff Purvis
#71 - Dave Marcis
#75 - Morgan Shepherd
#81 - Kenny Wallace
#87 - Joe Nemechek
#90 - Dick Trickle
#94 - Bill Elliott
#99 - Jeff Burton

From the living legends of the sport like Dale Earnhardt to the current top drivers such as Jeff Gordon® and Terry Labonte, you'll find yourself surrounded with the best drivers in the NASCAR® Winston Cup series.

#5 Kellogg's
Terry Labonte

When the Kellogg's car is on your tail, prepare to get passed. Terry Labonte has been a top-10 NASCAR® finisher every year for over a decade now!

As you round the curves at Talladega, you may find yourself fighting for position against one of the ambitious young drivers like Bobby Labonte, or losing ground against Mark Martin. Some of the best drivers and the best cars are here. Can you keep up with the cream of the NASCAR® crop?

#24 DuPont
Jeff Gordon®

Young Jeff Gordon® has already built a set of career statistics that even an old-timer would be proud of. Can you beat him?

#3 GM Goodwrench Service
Dale Earnhardt

Dale Earnhardt is the "Intimidator." He'll race your heart out on every single lap.

Photography furnished by CIA/Photography

Test Your Mettle on the Fastest NASCAR® Tracks!

New *NASCAR® Racing 2* turns you loose on some of the best tracks in NASCAR® racing. From short ovals like Martinsville to superspeedways like Michigan, you'll find the fastest straightaways and the tightest turns available.

16 Tracks Included

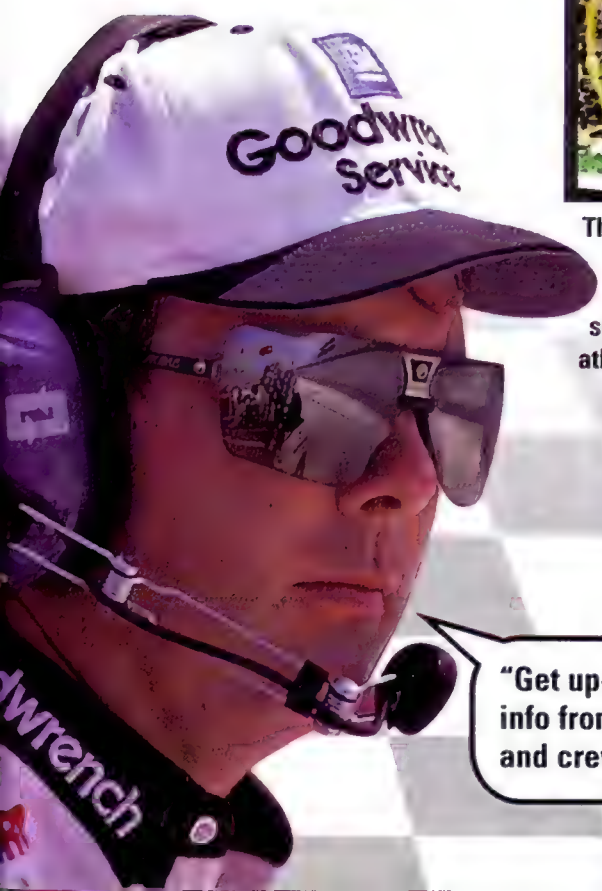
- [illegible]
- Bristol Motor Speedway
- Martinsville Speedway
- New Hampshire International Speedway
- North Wilkesboro Speedway
- Pocono Raceway
- Richmond International Raceway
- Sears Point Raceway
- [illegible]
- [illegible]
- [illegible]
- [illegible]
- Darlington Raceway
- Talladega Superspeedway
- [illegible]
- Michigan International Speedway

The fast straightaways and long, wide forgiving curves of Charlotte Motor Speedway make it a great first course for young NASCAR® drivers just starting out.

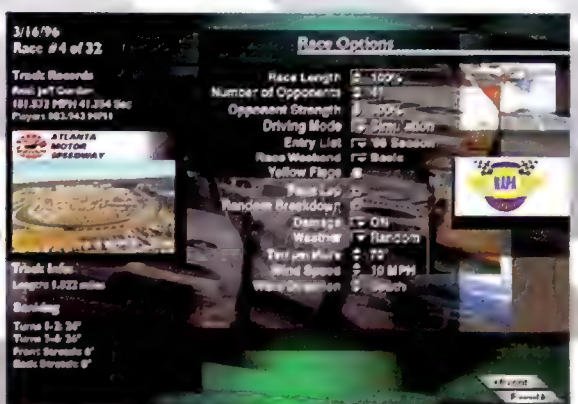
If you have an appetite for speed, Talladega is your place. The longest closed speedway in the world at 2.66 miles, this tri-oval features 33-degree banked curves.

The long and winding road at Sears Point represents the NASCAR® circuits' truest test of pure driving skill. Winning here requires an athlete's sense of timing.

At just over a half mile, the Martinsville track is the epitome of intense, physical, fender-rubbing short-track action. Dale Earnhardt calls it "Frammin' and Bammin'."



Customize everything from the length of the race to the number of opponents.



Real People Racing Head-To-Head!

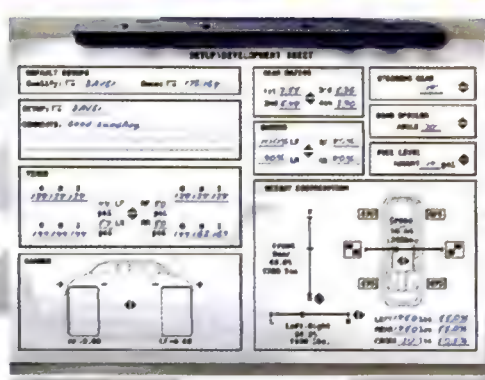
Perhaps the greatest thrill of *NASCAR® Racing 2* comes when you compete head-to-head against real people. *NASCAR® Racing 2* offers not just head-to-head racing over a modem, but now up to eight players can compete over an IPX network.

Thanks to this new technology, you can now speed ahead of real live opponents on the straightaways, cut your best buddy off going around a tight corner, and even team up with racing fans from around the office to tip the odds in your favor!

Your buddy lives in Milwaukee, but you can blow him off the track at Dover, Delaware, anytime.

Up to 8 players can race simultaneously on an IPX LAN.

Realistic Garage and Pits!



The action extends into the pits! Adjust your car for top performance on any track.

Customize your car with paint schemes and decals in the paintshop.

NASCAR® Racing is officially licensed by NASCAR. Chevrolet, the Bow Tie emblem, Monte Carlo and related body design are trademarks of the Chevrolet Motor Division. General Motors Corporation and used under license by Papyrus Design Group, Inc. Goodyear and Eagle are trademarks of The Goodyear Tire and Rubber Co., reproduced by permission. Pontiac, Pontiac Arrowhead Emblem, and Grand Prix are trademarks of General Motors Corporation used under license by Papyrus Design Group, Inc. NAPA is used under permission from NAPA. Unocal 76 name and logo are used under permission from Unocal 76. Sensible, Darlington Raceway, Talladega Superspeedway and Watkins Glen International registered trademarks of The International Speedway Corporation, and used under license with International Speedway Corporation. Bristol Motor Speedway is a registered trademark used under license. Phoenix International Raceway is a registered trademark used under license. The track names and trackmaps of Martinsville Speedway, New Hampshire International Speedway, North Wilkesboro Speedway, Pocono Raceway, Richmond International Raceway, Sears Point Raceway, Dover Downs International Speedway, North Carolina Motor Speedway, Charlotte Motor Speedway, Bristol Motor Speedway and Phoenix International Raceway and Michigan International Speedway are officially licensed by the individual tracks. The Atlanta Motor Speedway is a registered trademark, the mark and track likeness are used under license from the Atlanta Motor Speedway. Martinsville Speedway is a registered trademark, the mark and track likeness are used under license from Martinsville Speedway. Michigan International Speedway is a registered trademark of Penske Corporation, the mark and track license are used under license from Penske Corporation. New Hampshire International Speedway is a registered trademark, the mark and likeness are used under license with the New Hampshire International Speedway. Pocono Raceway, Richmond International Raceway and the Pocono Motorsports Gas Co., including the Ford Motorsport logo are registered trademarks used under license with Penske Racing South, Inc. Sterling Marlins name and likeness and KODAK, GOLD and Trade Dress are trademarks licensed to Papyrus Design Group, Inc. by Eastman Kodak Company. The right to use the name, likeness and image of the Hendrick Motorsports Car #5, Kellogg's Racing and Terry Labonte are granted under license from Hendrick Motorsports® Copyright 1996, Kellogg Company. The name of Jeff Burton and the likeness of the #99 Exide Batteries stock car are used under license from Roush Racing. Geoff Bodine name and the likeness of the #1 car including the QVC trademark are used under

Total Control of a Completely Accurate NASCAR® Stock Car!

Adjust your car for top performance on any track using the wide variety of options available.

ENGINE

Engine
This V-8 700-horsepower @ 8000 rpm engine has a displacement of 358 cubic inches, 14-to-1 compression, 750 cfm 4-barrel Holley carburetor, and 520lbs of torque @ 6200 rpm.

[illegible]

Gear Ratio
For the oval tracks, fourth gear is the one that counts. For road racing you're constantly changing gears and will need to adjust all gear ratios accordingly.

STEERING WHEEL

Wheel Lock
Wheel lock determines how sharply your car turns when you turn the steering wheel. Superspeedways require less lock than road courses.

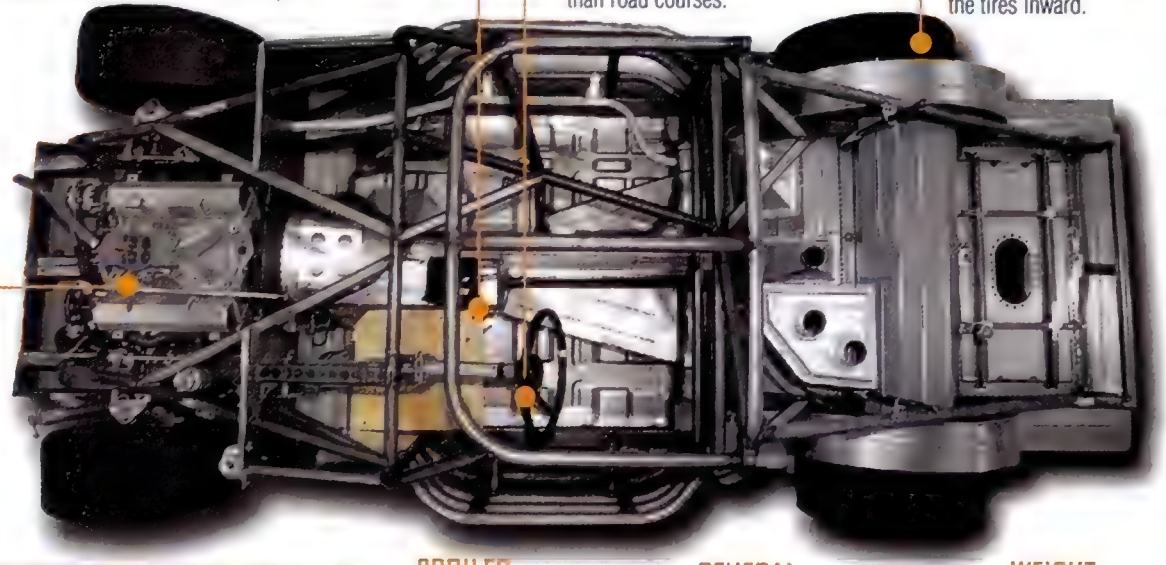
[illegible]

Tire Temperature
You want your tires hot enough to grip the road, but not so hot that you wear them out too quickly, causing extra time in the pit.

Stagger
Having tires with a slightly larger diameter on the right side of the car will help combat understeer and will help you make left-hand turns.

Air Pressure
Lower air pressure results in hotter tires (but faster wear) and better grip to the track. Higher pressure leads to lower tire temperature.

Camber
Have as much tire surface on the track as possible for stability in cornering. For high-speed banking, tilt the tires inward.



Accurate Physics

The completely accurate physics of NASCAR® are a large part of what makes *NASCAR® Racing 2* such a complete re-creation of NASCAR® racing. When you take control of your car, it operates exactly as a real car would on the track, and changing the spoilers, tire pressure and other adjustments are handled realistically by the simulation.

SPOILER

Front Air Dam
The air dam catches air at the bottom-front of the car and forces it down toward the track.

Rear Spoiler
As air rushes over your car, it catches on the spoiler, creating downforce which equals stability. If another car drafts you too closely, it may "take the air off your spoiler" and make your car loose in the turns.

GENERAL

Ground clearance: 4 inches
Weight: 3,400 pounds
Brakes: 4-wheel disc

Capacities
Fuel system: 22 gallons
Oil system: 16 quarts
Cooling system: 14 quarts

WEIGHT

Weight Distribution
If your car is loose in the turns, consider increasing the wedge. Decrease it to alleviate understeer. Wedge should always be neutral for road racing.

$54.95
Available NOW!
DOS CD
Order Direct: 1-800-757-7707
www.sierra.com

NASCAR® Racing available for Power Mac and PlayStation™

...name with Dale Earnhardt, Inc. Nashville, TN. © 1996 McDonald's Corporation. The following are Registered Trademarks of McDonald's Corporation: McDonald's, McDonald's Logo and Design, McDonald's Racing Team Logo and Design, Golden Arches Design, Speedies Logo and Design, Ronald McDonald House Charities, Good Times is a trademark of The Coca-Cola Company. Ted Musgrave's name and/or likeness by authority of Roush Racing, Livonia, MI. The name and marks of STP® are registered trademarks of STP® Corporation. The names, marks and race car designs of Wood Brothers #21 car are used under license with Wood Brothers. The name of Bobby Labonte, the names, marks and race car design of the Interstate Batteries Company, and the name, marks and race car design of the Glidden Racing are used under license with Joe Gibbs Racing. The rights to use name, likeness and image of Hendrick Motorsports car #24 DuPont Automotive Finishes and Jeff Gordon are granted under license from JG Motorsports, Inc. The name of Johnny Benson, the name, marks and race car design of Valvoline Racing are trademark of Pennzoil Company and used under license with Valvoline Racing and Pennzoil Company. The name of Ward Burton, the #22 MBNA stock car number, the #22 paint scheme are used under license with Ward Burton and The Source International, Inc. The name, likeness and marks of Jerry Nadeau, the #01 paint scheme under license with Jerry Nadeau Motorsports. The name and likeness of Dave Marcis, and the name, number and race car design of the #71 Marcis Auto Racing car are used under license with Marcis Auto Racing. The name and likeness and marks of #5 GM Goodwrench Service stock car and Dale Earnhardt are licensed with Dale Earnhardt, Inc. Tide and the Tide logo are registered trademarks of Procter and Gamble and may not be reproduced without the written consent of Procter and Gamble. Procter and Gamble have licensed these rights to Racing Champions. Mopar® and likeness of the #16 Ride car is used under license with the CCI Inc. The name, likeness and race car design of #17 Western Auto and name and likeness of Darrell Waltrip, are used under license from Western Auto Parts. The name, likeness and race car design of #23 Bawls Carter Motorsports stock car, and name and likeness of Jimmy Spencer, are used under license from Bawls Carter Motorsports. The name of likeness and race car design of #43 STP stock car, and name and likeness of Bobby Hamilton, Inc., are used under license from Petty Enterprises. The Valvoline Trademarks, Roush Racing, and Mark Martin's Name and/or likeness used by Authority of Roush Racing, Livonia, MI. The Pennzoil Diamond Trademarks. PENNZOIL® Trademarks Roush Racing, and Ted Musgraves name and/or likeness used by authority of Roush Racing, Livonia, MI.

on the TRACK with INDYCAR II RACING

"This game gives you a really good idea of just what it's like to be part of a race—to understand what drivers and engineers go through when they prepare for and participate in a race."

—Stefan Johanssen, Driver: Alumax Bettenhausen Racing Team

Imagine a racing simulation that could generate all the heart-pounding, blood-boiling excitement of genuine Indy racing without even nicking your NOMEX coveralls? *IndyCar Racing II* by Papyrus is that game. From the first time the rubber meets the track, you'll experience the same mix of adrenaline and excitement of being strapped in a real IndyCar racer, barreling up a straightaway at a leisurely 240+ miles per hour.

The Physics of Racing

As with real-life racing, your performance in the game depends primarily on your skill as a driver. *IndyCar II* has a racing model that accurately simulates real-world physics so that your car behaves like a real car on a real track in a real race. When you first leave the pits, for instance, cold tires result in reduced grip for the first few laps, making the handling a bit squirrelly.

Less noticeable than cold tires is the weight transfer that occurs as you maneuver your one-seater through corners. When you first apply the brakes upon entering a turn, the weight transfers to the front tires, giving them a little more bite, or adhesion to the track. The lack of weight on the rear tires lessens their contact to the track, almost to the point that they are floating above the pavement. As you reach the apex of the turn with the front tires gripping hard and the rear tires 'floating,' the rear end of your car will start to

From the drop of the green flag, no other IndyCar racing sim delivers this level of realism.

***IndyCar® Racing II* gives you in-your-face camera angles that you could never experience in real life.**

slide out to the side. Accelerating as this begins to occur will start the weight transferring back to the rear of the vehicle, allowing the rear tires to regain their grip, propelling your car onward to the next corner.

In addition to the painstakingly accurate physics, *IndyCar® Racing II* boasts realistic digital and stereo sound effects, 15 authentic tracks, customizable cars, and genuine billboards. The game also supports Sierra's new Screamin' 3-D graphics accelerator card (See page 88), which boosts the ability of a Pentium-based PC to render 3-D images that are smoother, faster, and texture-rich. This translates into roadway action that mimics—down to the smallest detail—the full experience of speeding around a track in an actual IndyCar®.

From the Professional Perspective

If you wanna get the experts' word on just how realistic *IndyCar® Racing II* is, just ask any top Indy racer who's played the game. One of the game's supporters is Stefan Johansson, the renowned Indy driver who, at age 40, has more than 20 years' racing experience under his belt. "*IndyCar® Racing II* is great! It's amazing how well a simulation game can re-create the experience of racing. The game's graphics are incredible and the track details are really accurate, like the bumps on the Michigan track... they're about as close to the real thing as you can get," he says.

***IndyCar® Racing II* and the Screamin '3-D card bring the action and thrills of high-speed racing to life.**

Stefan Johansson, driver: 1996 Alumax Bettenhausen Racing team

Johansson, who races a Reynard Mercedes for the 1996 Alumax Bettenhausen Racing team, is especially impressed with just how easy it is in *IndyCar® Racing II* to affect a car's performance by making minor — yet critical — adjustments to the car setup." I really enjoyed being able to tweak all the game's different variables. This game gives you a really good idea of just what it's like to be part of a race—to understand what drivers and engineers go through when they prepare for and participate in a race. And once you take off, the game's really fast. It brought to mind a lot of my own real racing experiences."

"IndyCar Racing II with the Screamin'

At 94 miles per hour, you aren't even close to ultimate speed potential of your IndyCar.

Special Technology

Most simulation games operate at about 15 frames per second (fps). With the Screamin' 3-D Card, *IndyCar II* consistently whips along at 30-80 fps, with ALL graphic detail on. The faster the frames fly by, the smoother and more fluid the resulting visuals become, giving you lightning-fast response coupled with incredible detail and image quality. The Screamin' 3-D also provides state-of-the-art imaging features such as texture mapping for more realistic road surfaces and car contours, as well as beautifully rendered bridges, billboards, and clouds. The Screamin' 3-D's bilinear filtering, which creates subtler color transition and shading, and anti-aliasing, which minimizes jaggy edges in images with fine lines, means a crisper, clearer, distortion-free view of the track both in front and behind.

IndyCar II with the Screamin' 3-D sports fully rendered rear-view mirrors, which allows you to read the Goodyear or Firestone lettering on the front tires of the car behind you. The misting effect in the game makes distant cars only partially visible, which can be especially dramatic if you come across a wreck in the middle of the track while zipping along at 210 mph.

Never a Dull Moment

There is so much to this game that you can look forward to hours of searing race action that never gets old. No two of your races will ever

THE ULTIMATE VIDEO CARD FOR SCREAMIN' 3D™ GAME PLAY

SCREAMIN' 3D

2D & 3D GRAPHICS ACCELERATOR WITH SVGA SUPPORT IMPROVES GAME AND GRAPHIC APPLICATION PERFORMANCE

has 4MB of EDO DRAM to give you BIGGER action — and that means graphics that are BETTER than the latest arcade games. Plus with Screamin' 3D's advanced graphics processor, your games move FASTER without slowing down your PC's other operations. And that means more awesome game play, MORE split-second action, and more from your PC than ever before. FULLY COMPATIBLE WITH DIRECT 3D™.

SIERRA

3-D Card is absolutely stunning."

—Dave Kaemmer, Papyrus

With the Screamin' 3-D card, you can almost feel the competition breathing down your neck.

aspect of the race, from selecting your track, to painting your car, to making setup changes to your car's gear ratios and brake balance. The simulation also gives you control over something you can't control in real life, the weather. Imagine if you could wake up every morning to an 80-degree temperature with a 5 mph breeze from the north.

IndyCar® Racing II has already received top honors from PC Gamer (Editors Choice Award) and the Software Publishers Association (two Codie Awards, one for "Best Sports Program," one for "Best Simulation") for its combination of accuracy and scorching driving action.

IndyCar® Racing II gives you the full spectrum of sights and sounds you'd see on a real race track, the look and feel of IndyCar® racing at its best. All you'll be missing is the smell of methanol. It's this type of realism that will keep you coming back to *IndyCar® Racing II*, over and over again. It's the most realistic Indy racing experience you can get without having to make any changes to your life insurance policy!

by Ann M. Marcus

IndyCar and helmet logo are registered trademarks of the Indianapolis Motor Speedway Corporation under exclusive license to the Championship Auto Racing Teams, Incorporated

3 FREE FULL VERSION RENDITION READY® GAMES

SCREAMIN' 3D BUNDLE OFFER!

Now, through an exclusive offer from Sierra, you can drop the hottest 3D graphics accelerator into your PC for under $200. What's more, he Screamin' 3D bundle comes with Rendition-ready versions of IndyCar. Racing II, A-10 Silent Thunder, and CyberGladiators.

SCREAMIN' 3D BUNDLE
A $365 value
ONLY $199.95
Requires Windows 95, Pentium CPU, 8 MB RAM, PCI bus, CD-ROM.

If you want game graphics so real it's scary, call Sierra now at 1-800-757-7707 and prepare to be blown away.

IndyCar® Racing II is an Official Licensed Product of Championship Auto Racing Teams, Inc.

canopus

©1996 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc., Bellevue, WA 98007. All rights reserved. 009333000

THE ULTIMATE COLLECTION OF THE BEST-SELLING STRATEGY GAMES

GAME OF THE YEAR*
-PC GAMER

"...THE BEST STRATEGY GAME OF ALL TIME"
-NEXT GENERATION MAGAZINE

BLIZZARD ENTERTAINMENT

www.blizzard.com
1-800-953-SNOW

#1 BEST-SELLING PC GAME**
-PC DATA

#1 COMPUTER GAMING WORLD TOP 100 READERS' POLL***
-COMPUTER GAMING WORLD

* WARCRAFT II, PC GAMER–MARCH 1996 ** WARCRAFT II, PC DATA, JAN.–AUG., 1996 *** WARCRAFT II, COMPUTER GAMING WORLD–OCT. 1996

©1996 Blizzard Entertainment. WarCraft® and Blizzard Entertainment® are registered trademarks and Battle Chest is a trademark of Davidson & Associates, Inc. All rights reserved.

NOTES FROM THE VICTORIOUS GENERAL

by Robert E. Lee,
COMMANDING GENERAL
HEADQUARTERS, ARMY OF NORTHERN VIRGINIA
WASHINGTON, D.C.
MAY 5, 1865

The occupation is proceeding in an orderly and peaceful manner—our former foes seem stunned by the swiftness of the Confederate victory. Although some of my advisors have urged me to do so, I have not lodged myself in the White House, but rather in a building formerly belonging to the Department of the Navy. Mr. Lincoln is a wise and honorable man; I have no further wish to humiliate him, and the United States will have need of him during this difficult period of transition.

Strong leadership has always been measured by the loyalty of a leader's troops.

I shall, of course, compile a complete report of our campaign, but for the moment, time permits only the jotting down of some notes regarding the lessons learned and tactics employed.

ON THE REPLACEMENT OF OFFICERS: No task was more odious to me than that of having to replace one officer with another, but it was sometimes necessary. An officer's "ratings" do not tell the full story, for some men become more skilled as their experience grows. The most obvious indication that an officer is not performing well is his "organization" rating. A well-led unit should not go "into the yellow" after an arduous march (unless it has already been demoralized by losses). If a unit remains poorly organized after two turns of rest and resupply, make a note of its officer's name and replace him before the next battle.

ON THE MATTER OF SUPPLY AND MORALE: If you have an enemy unit "on the run," yet find it too time-consuming to completely destroy that unit, it is often worth driving them hard for a turn or two—you may not inflict additional casualties, but every time you drive that unit further from the field, your force acquires valuable supply and morale points. Use the "over supply" command wisely; it is seldom desirable to apply it to your entire command, for it may cause you to run short of supplies at a later, critical moment, but units that are holding crucial defensive positions against superior numbers will hold out longer, and resist more stoutly, if they receive an extra infusion of food and ammunition.

Reward your troops with the "Over Supply" command. Use it wisely, under-supplied troops are dead troops.

ON THE USE OF ARTILLERY: Almost invariably, the Federal army fought their guns "by the book," emplacing them where they could deploy or re-limber swiftly. We achieved outstanding results by laboriously bringing our batteries into rough terrain and then surprising the attacking infantry with devastating canister fire in places where they did not expect it. Our standard tactic was to have every battery protected by an infantry unit, even if only a smaller one.

Batteries alone can always be overrun by any infantry formation willing to face the initial high casualties, but cannon and infantry in the same hex are incredibly tenacious in a defensive role.

Strategy is crucial, but wars are won on the battlefield.

ON THE USE OF SPECIALIST UNITS: Sharpshooters should be armed with the best rifles available at the earliest, and (despite their fragility) should be used aggressively. They proved especially useful in whittling down the crews of enemy batteries. In Second Manassas, one sniper unit wiped out two Federal batteries and killed no less than five officers. We achieved good results by pairing sharpshooters with cavalry—a few deadly volleys followed by an immediate charge can devastate even a much larger force.

engage forces two or three times their size. This allowed us to plug gaps in our lines with dismounted, entrenched cavalry—in full confidence that their powers of resistance would be equal to those of a full-strength infantry brigade. With regard to infantry weapons, it is best to equip your army with two or three good, standard weapons rather than an exotic array of various types; the Springfield .58 cal. and the highly accurate Enfield .577 cal. were our rifles of choice.

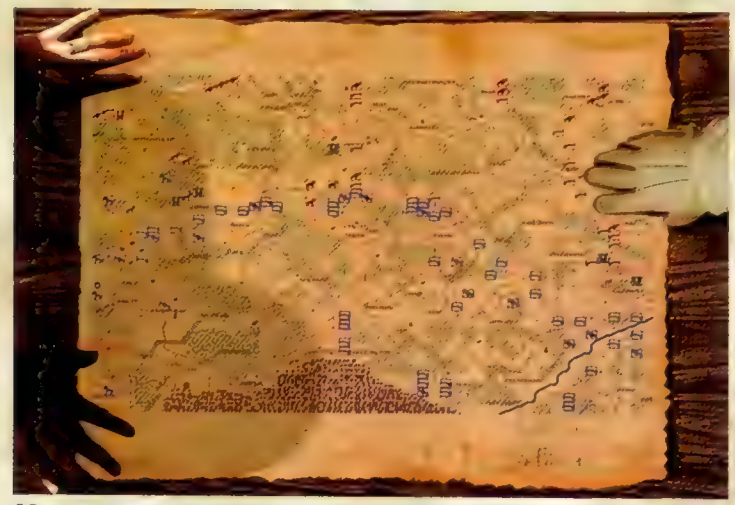
equipped with 12# Napoleons or 10# Tredegars, these weapons representing a reasonable balance between range and power.

ON TACTICS: Always look for an enemy unit that is blocked in by other units behind it; when its morale and strength are sufficiently low, attack it with the greatest vigor, using a charge if possible. Such a unit will have no place to run if it breaks, and will be utterly

Keep close tabs on the health, morale, firepower, and loyalty of your troops.

With regard to artillery, the matter is somewhat more complex; there is always a compromise between range and lethality. At the start of the war, I was partial to the Whitworth because of its accuracy and long range, but in battle it proved a disappointment because of the relatively low casualties it inflicted. While the gallant Major Pelham insisted on retaining his beloved 3" horse-guns (which he always employed to deadly effect), the other batteries were eventually all

ON THE UPGRADING OF ARMS: Methodical improvement in our firepower was, I am certain, a key element in our victory. As soon as possible, we armed all cavalry units with repeating Spencers, which enabled them to



Map out strategic attack and defense positions. Your armies await your every command.

destroyed, yielding great quantities of morale and supply points, as well as significant enemy losses. Likewise, do not permit any of your own units to be lured into a similar situation—better to withdraw them.

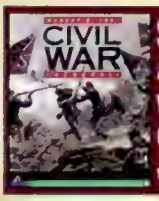
Always dig in! I am told that the Union officers referred to me as "The King of Spades" because I insisted on field entrenchments—I had to because of our numerical inferiority. A well supplied unit, entrenched on good ground, can withstand an amazing number of assaults. My army enjoyed repeated success by forming an entrenched defensive line and permitting the enemy to dash against it in waves; when the impetus of his attacks was spent, however, we often launched short, sharp counterattacks, which were very effective.

Do not be afraid to divide your forces in the face of superior numbers if there is a long-term advantage to be gained from it! I never hesitated to leave one wing of my army comparatively weak (as long as it was dug in on good ground and had sufficient artillery support), while leaving the stronger wing free to maneuver around the Federals' flanks. In general, the enemy's commanders preferred "textbook" tactics, and would often pause in their offensive in an attempt to subdue these defensive bastions, while my maneuvering element got into position to deliver a thunderbolt on some distant part of the battlefield.

Do not be afraid to divide your forces in the face of superior numbers.

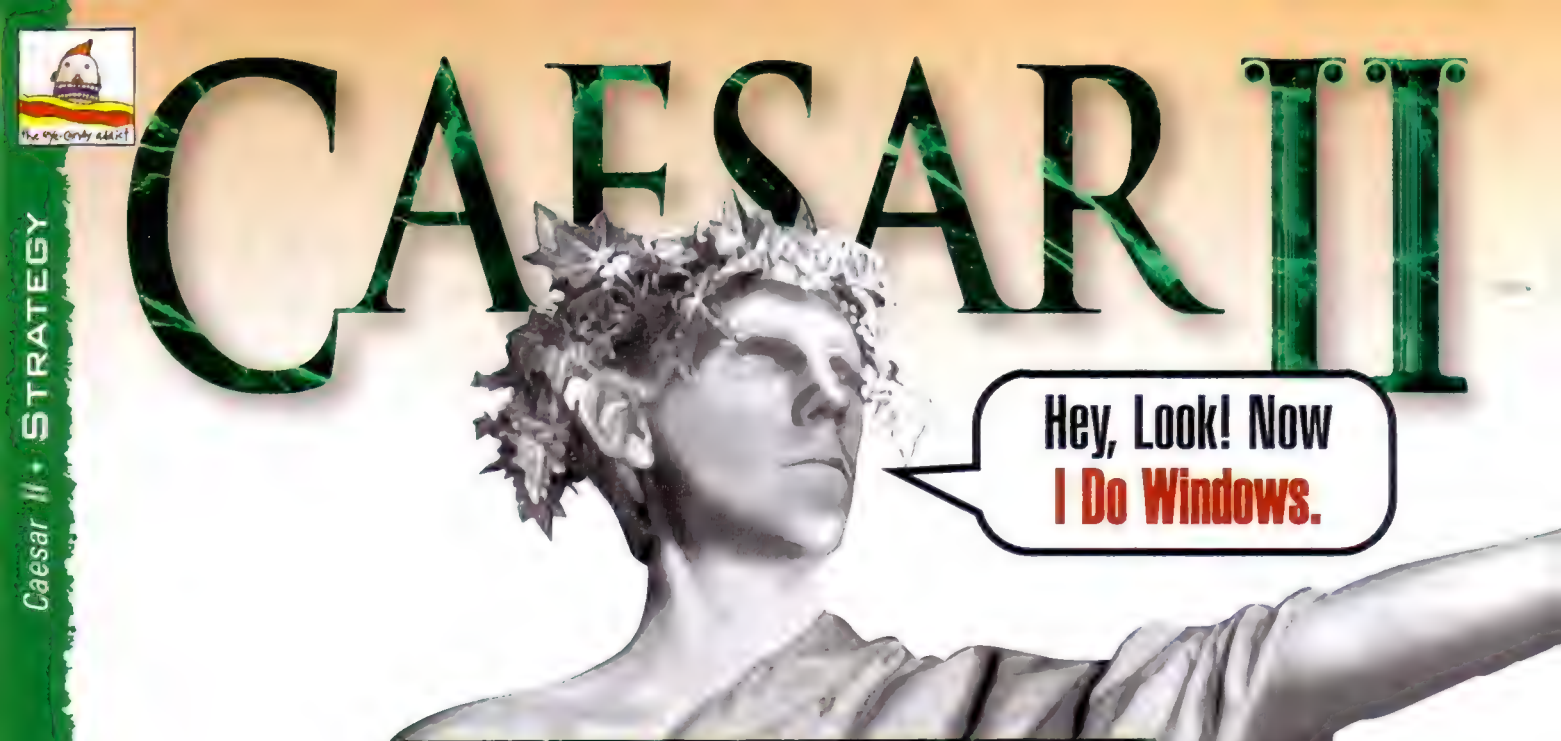
I must leave off writing now, and retire. It will be good to sleep in clean white sheets for a change. I trust that future historians will find these notes to be of some value.

BY WILLIAM TROTTER, ESTABLISHED WRITER AND NOTED CIVIL WAR HISTORIAN



$54.95
Available Now
WIN95 CD, WIN 3.1 CD
Order Direct: 1-800-757-7707
www.sierra.com/civilwar

CAESAR II



A Great Game Gets Better!

by Chris Williams

Although I write about a lot of different types of games for *InterAction*, strategy games are my favorite genre. A strategy game is one where you must strategically use what you have been given to accomplish a goal. It's not half as easy as it sounds. In *Caesar II*, you've been developing your capital for hours and making sure that everything is set up perfectly. Then you discover that you forgot to hire firemen and your city is on fire, and your heart starts going double-time. You'll have to clear away buildings that could catch fire and hope that not too many people move out of town because they don't feel it's safe enough. Then, surprise, you'll find out that while you've been dealing with the fire, an invading army is preparing to attack your province. I think you get the idea. This is all in a day's work in the newly updated *Caesar II* for Windows 95.

In *Caesar II* you are given a (seemingly) large amount of money, a fledgling province, and directions to make a profitable capital and province, while protecting the whole empire from invading barbarians. The game is divided into three play modes: City, Province, and Battle. When in the City mode, you have to decide the best layout (and more importantly, whether or not you can afford it) to make people want to live there, and then find a way to be profitable enough to render unto Caesar his dues. To keep the cash flowing, you'll need to set up mines and an infrastructure in the Province mode, while building forts and walls. And, of course, in Battle mode you have to fight to protect everything you are building. Your goal here is...to WIN!!!

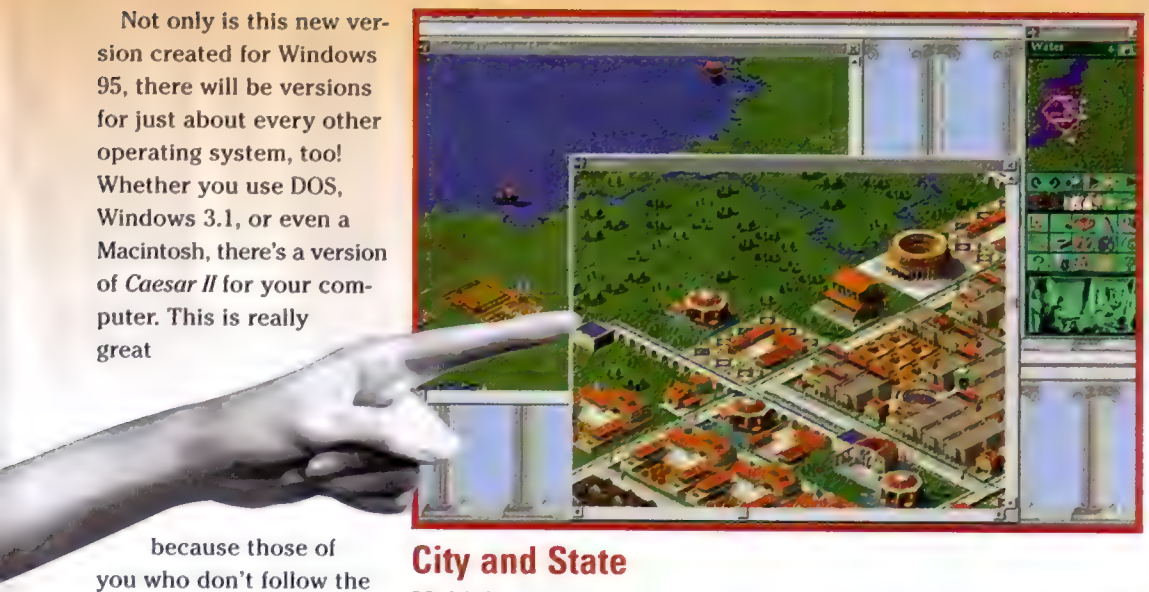
City Planning

Easy access to water is a part of good city planning. If people don't like your city, they'll move—and Caesar won't be happy.

If It's Not Broke, Don't Fix It

There's a good quote that goes, "If it ain't broke, don't fix it." This was the general idea in the developers' minds when they developed the new version of *Caesar II*. The goal was to use the technology of Windows 95 and make it better. I've noticed that, usually, when a game gets updated, the development team always feels compelled to try out all the things they'd been thinking about for the last couple of months. The result—the new "better" version is usually worse. The *Caesar II* team was well-aware of this pitfall and took pains to concentrate on improvements that actually made the game better and much more playable without damaging the play balance that made the original game worth playing.

Not only is this new version created for Windows 95, there will be versions for just about every other operating system, too! Whether you use DOS, Windows 3.1, or even a Macintosh, there's a version of *Caesar II* for your computer. This is really great because those of you who don't follow the Microsoft way can still get in on the fun.



City and State

Multiple windows allow you to watch over your city and the surrounding province at the same time.

One of the great features that you'll find in *Caesar II* for Windows 95 is the "universal computer support" that's built into the game. Any display resolution in which you want to play *Caesar II* is supported and will look great (for that resolution). I don't know if they went back in and redid the art, but it infinitely looks more polished.

Multiple Windows are another feature that Windows 95 has made possible. With this Windows 95 plus, you no longer have to constantly switch between City and Province views. You can have both windows open at the same time on your screen. Because of the new windows layout, there was room to place a background behind the game windows. There are eight different background patterns to choose from (one of which is Caesar himself). With the way they've laid it out, the appearance of the game windows and interface are very pleasing to the eye.

"Empire Builder of the Year" —Computer Game Review

From Easy to Extremes

As anyone knows from playing strategy games, the easiest level should be about learning the best strategies as much as in playing an easier game. Personally, a game turns me off when after 10 minutes I'm already facing a deficit, my people are rebelling and destroying the city, and I'm being told every five minutes that if things don't start improving, I'm going to be replaced. Apparently the development team realized this too, as they have made the easy level more accessible and educational. Though you won't be able to beat it with half your brain tied behind your back, you will learn a little about building cities and provinces get a better start.

To further simplify the learning process (as no one ever wants to read the manual), we have included several saved levels and battles. This will allow you to see what a profitable province and city look like and to hone your tactical skills through practice without risking the fate of your personal province. Well, I hope you are all as happy about the new version of *Caesar II* as I am! See Ya!

Making War

Troops are easily organized and managed to repel barbarians and other, more determined invaders.

Et Tu, Brutus? You Wish to Upgrade?

If you already own *Caesar II*, you can upgrade to the Windows 95 version for only $15.00. This is your opportunity to experience the City, Province, and Battle game play of *Caesar II* for a whole lot less than the full retail cost. All you have to do is send $15.00, your DOS CD, and a note asking for the Upgrade to Win 95 CD to:

$15.00

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614

(Allow 4-6 weeks for delivery)

EXCITEMENT ON-LINE

The *CyberStorm* web site at www.sierra.com/cyberstorm

Hex-based combat gives you the ability to double up on an enemy target and inflict serious injury on your opponents.

CyberStorm Tourneys are taking the 'Net by storm! Here's how to get in on the action!

by John Sauer

When Sierra released *Missionforce: CyberStorm* everyone from beta testers to the press raved about the game's depth, interface, and the sheer fun of HERC combat. But we never dreamed that it would grow into such a large following in so short a time. Using the game's built-in support for LAN and Internet gaming, CyberStormers have quickly banded together on-line to wage epic multi-player battles and to trade favorite HERC configurations. If you haven't surfed the *CyberStorm Web site*, you're missing a superior gaming experience.

Building On-Line Communities

In response to this wave of *CyberStorm* mania, Sierra has created a dedicated *CyberStorm* Live Chat Arena and Message Board system. Both are available at *www.sierra.com/cybst*. These areas give gamers a place to air their comments about the game and to organize round robin, head-to-head modem tournaments. The new

> Fighting against a human HERC commander takes CyberStorm to a whole new level.
>
> -Greg "Machine" Bilbruck, Cyberstorm Message Board

board and chat arena have met with enthusiastic approval from gamers and have become the nucleus of Sierra's first on-line community. Check the board and you'll find hundreds of messages from people who are looking for opponents, have the inside track on a hot HERC configurations, or just want to share a game-related opinion.

Tournament Fever

The really big news for *CyberStorm* gamers are the on-line tournaments players have set up using on-line networks like Kali. Using Sierra-sanctioned rules co-developed by *CyberStorm* Producer Graeme Bayless and a gamer/tourney-meister known as Red Max, the guidelines are universally designed to place emphasis on player skill. These tournaments are attracting gamers from all over the world eager to test their skill against human players.

"While Sierra is not directly hosting tournaments, we are supporting them with prizes, space on the SierraWeb, and links to the

prevailing tournament home pages," says Marketing Manager Barbara Schwabe. SierraWeb's Cindy Vanous is now the "*CyberStorm* Maven." Tourney-meisters contact her to get their web links and to get support for tournaments." To reach Cindy, drop her an e-mail to *cindyv@sierra.com*.

Command some serious HERC firepower

The tournament fun is growing daily. Recently, over 200 gamers took part in Red Max's 1996 Storm Watch Challenge for the chance to challenge Sierra's best and win a role as a beta tester for *Cyberstorm 2*. You can link to his Home Page from the Sierra site. And be sure to check the *CyberStorm* web site for info on how you can join the fun!

Vincent has assembled 89 (count 'em—89) of the *Missionforce: CyberStorm* development team's completely cool, custom HERCs that you can download and use. There's even a HERC view utility that lets you view and print them out. You can find the downloads by clicking the Goodies button on the Sierra site, as well as a ton of other fun stuff including cheats and easter eggs.

So what are you waiting for? A whole world of multi-player gaming is just one short cyber-surf away. Get on-line with Sierra at the *Missionforce: CyberStorm* site, and get ready to rumble!

89 HERCs

Part of the fun of *Missionforce: CyberStorm* is the outlandish HERC configurations you can create and upload or download and use. Dynamix QA Tech Matthew

CHEATING: THE INSIDE TRACK

What's that? You want to get farther, faster, and work a little less harder? Of course you can cheat, and Sierra tells you how to do it with cheats that are constantly being updated in the Goodies section of the *Missionforce: CyberStorm* Site.

These codes are activated by editing the CSTORM.INI file located in the *Missionforce: CyberStorm* directory, and adding a line there that causes a new menu item to appear. You may use any editor that can edit regular text files such as Notepad. You may use WordPad or a professional word processor if you make sure to save the file as a text file.

Remember that these cheats only work in single-player games, and will not be active in multi-player matches. Fair is fair!

If you reeeeealy want to be a cheater (or just have a little fun), you gotta:

1. Run your text editor
2. Load CSTORM.INI from the directory into which you installed CyberStorm.
3. Pick a code from the list below. Example: It's Good To Be The King
4. Type the code on a line by itself somewhere in the file, being careful to spell correctly. You do not need to worry about capitalization.
5. Repeat steps 3 & 4 until done.
6. Save the text file
7. Run *CyberStorm* and you will have new menu options available.

CODE: It's Good To Be The King
Available: On HercBase screen
Function: Get Mega credits

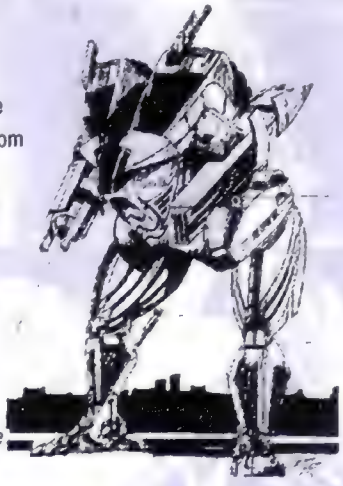
CODE: Heal Me
Available: On HercBase screen
Function: Repair all HERCs and pilots

CODE: BrownNoser
Available: On HercBase screen
Function: Jump to the next rank

CODE: Herc Me Some More
Available: On HercBase screen
Function: All HERCs purchasable.

IF YOU THOUGHT EARTHSIEGE 2 WAS HOT...FEEL THE HEAT OF EARTHSIEGE 3!

EarthSiege fans, fine-tune your HERC combat skills and get ready for the next generation of mechanized mayhem. Dynamix is taking the *EarthSiege* universe into uncharted territory with the upcoming *EarthSiege 3*. Slated to hit the shelves sometime next fall, this next epic foray into HERC combat is being created by a powerhouse development team that includes hotshot Director David Selle, veteran Producer Ken Embery, *Batman Forever* Production Designer Tim Flaherty, respected *Star Trek* episode writer David Bischoff, and the Dynamix pros from *EarthSiege 2*.



While the title will be loosely based on the same 3-D, in-your-face-style first-person game play that is the *EarthSiege* trademark, the new title is planned to have hot features such as Internet support for up to 20 players simultaneously; even more manueverable HERCs including tanks, hovercraft, and aerospace strike fighters; and the ability to fight as either human or Cybrid. A CyberStorm-style Mission Generator will give unlimited playability because no mission will ever be the same. Plus, the game will support the new 3-D card technology for graphics that are out of this world! Stay tuned to future issues of Inter*Action* for more information on *Earthsiege 3*. This one's really gonna rock!

Electronic Comics

The sharp-toothed Zeerus may seem peaceful, but his plans to enslave Earth display his truly evil nature.

Leonard Nimoy's Primortals Comics Move from Print to the Computer!

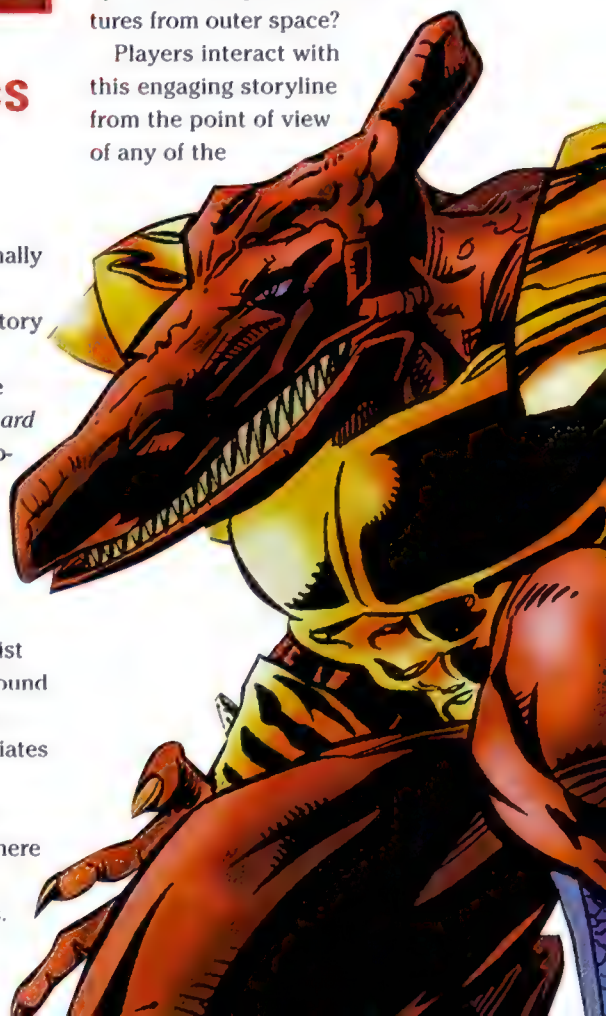
by Thomas Wharton

Comic book fans, get ready to see one of the hottest science fiction series become a smokin' interactive novel for the PC. It's *Leonard Nimoy's Primortals*, a title that adds an exciting new twist to graphic novels with the inclusion of a complete *Primortal's* reference guide. If you're a *Primortals* fan, consider this your bible.

Leonard Nimoy, the man better known to Trekkies worldwide as Spock, is the originator and prime mover behind *Primortals*. His brainchild was originally conceived (with a litte cooperation from Isaac Asimov) as an ongoing story in the pages of BIG Entertainment comics, which began publishing the series in 1994. Since that time, *Leonard Nimoy's Primortals* has grown in popularity, developing a near-cult following. Bringing the series to PCs as a graphic, interactive novel is a logical move. By utilizing a comic book, frame-style presentation, *Primortals* offers a more exciting twist to conventional comic books. It's bound to be a sure-fire hit with hard-core comic fans and anyone who appreciates excellent science fiction.

Leonard Nimoy's Primortals takes place in the not-so-distant future where Zeerus, the first alien visitor to our world, is welcomed with open arms. Unbeknownst to us Earth folks, the extraterrestrial is scheming to enslave the entire planet. With no knowledge of its nefarious plans, humanity seems headed for certain disaster. Luckily, there's one glimmer of hope: A group of heroic aliens who are out to hunt down the loathsome Zeerus before it's too late. Can Earth's salvation be delivered by these strange-but-hip creatures from outer space?

Players interact with this engaging storyline from the point of view of any of the



Primaster is the leader of the Primortals. He must deal both with Zeerus' plans and the mistrust of humans in order to accomplish the Primortals' goal.

four main characters. You can change views from one character to another as the story evolves, and even solve a few puzzles that affect how the story unfolds. Supplemental story materials are also provided on the CD-ROM, including a profile of Leonard Nimoy, an exclusive video interview and audio clips, a comprehensive interactive compendium of information pertaining to *Leonard Nimoy's Primortals*, and profiles of all the key characters. Stay tuned to the next issue of *InterAction* for an exclusive interview with Leonard Nimoy and more exciting information about *Primortals*.

$19.95
Available Now
WIN/MAC CD
Order Direct: 1-800-757-7707
www.sierra.com/primortals

Buy 2 SierraOriginals™ Get 1 Free!

Purchase any 2 SierraOriginals™ titles directly from Sierra between November 1 – December 31, 1996 and receive your choice of a third SierraOriginals title FREE!

Call **1-800-757-7707** or visit the SierraOriginals web site at **http://www.sierra.com/originals/** to order today!

Choose from the entire selection, including...

- Betrayal at Krondor
- Police Quest 4
- Fast Attack
- EarthSiege
- Take-A-Break Pinball
- Take-A-Break Crosswords
- Outpost
- Print Artist 1500

SierraOriginals

Quality CD-ROM Software.
Value Priced.

AutoEnhance Assures That You Always Have The Current Version

by Cindy Vanous

When you spend $40 or $50 on a Sierra product, you get more than just good software in return. It has always been our pledge that our customers also deserve a Technical Support Department that really does lend a hand when you need it, and software that loads and works on your system the way it's supposed to (especially if you've carefully read the system requirements!).

The Next Step in Software Performance

As hard as we try to make our games perfect, not every title works exactly as we'd like on every computer—at least, not every time. Computers simply change too rapidly, making it nearly impossible to stay current with every configuration. But that's all changing. Sierra is getting AutoEnhance.

What is AutoEnhance? It's an exclusive, FREE (Yup, you don't have to pay for it) Sierra utility. With a mouse, modem, and an Internet connection,

AutoEnhance will INSTANTLY update or upgrade your Sierra products. The implications are enormous. Instead of having to call Sierra's Tech Support department (and having to wait for a representative) to request the newest driver upgrade, AutoEnhance will do it for you in seconds. It's so fast that it might take longer to make your Internet connection than to actually get the new updates.

Our SIGS (Sierra Internet Gaming System) team worked hard to develop the new AutoEnhance. "We knew that to be the leader in Internet gaming, we needed to keep our customers' games up-to-date with the latest drivers and patches," explains Brick Baldwin, AutoEnhance Developer, "and log-in was the best time to make it happen. Once we figured out how to automatically update any SIGS-compatible game, we realized that all our products could benefit from this technology."

Any Sierra Game Can Be Updated

When you access the Internet and log on via AutoEnhance, the utility automatically checks the SierraWeb servers. If there's an update available for any of your Sierra products, the SIGSPatch automatically downloads and supplies these new files to your game without any effort on your part. What could be easier?

"There's nothing more frustrating than getting to the last CD of a 6-CD game and finding that you can't win because of a error. You call the Tech Support line and find out that it's a known problem on, say, FlyByNight computers with Generic Brand monitors," explains Brick. "Then they explain that you can download the patch from sierra.com, which means absolutely nothing to you. You don't need that kind of frustration. All you want to do is finish your game."

So what's a gamer to do? Let the AutoEnhance utility do all the steps, including dialing into your Internet provider! It doesn't get any easier.

Better Than Good, But...

As good as AutoEnhance is, it's not the end-all answer for everything. We know that we can't just shove software out there and then post patches to fix things that should have been fixed before the product shipped. That's not what AutoEnhance is for. The utility makes it easy to always have the best software on the market. "Sometimes an update isn't a problem fix at all, but a new feature that we want to give gamers so their product becomes more fun or easier to use," stresses Brick. "There has also been many cases where new hardware hits the market— hardware that we never saw during the development of the software — that needs some special driver or code change to handle the new hardware," he continues. "That's where AutoEnhance kicks in. It helps you keep pace with the changing technology!"

AutoEnhance INSTANTLY and easily updates and upgrades Sierra products.

"We plan to take full advantage of all the benefits of AutoEnhancer," emphasizes Brick. "The possibilities are unlimited. For instance, right now we're working with Sierra's *Sierra Home* Productivity Line to help the *Print Artist* team develop the technology which will periodically provide new clip art updates. We're also working with *MasterCook* chefs to offer new recipe compilations, again automatically."

"It seems like everyday, we think up new ways to use the Internet to provide more interaction between ourselves and our users. We hope to give new meaning to the term "real time" on the Internet. After all, our customers are our future," emphasizes Brick.

Editor's Note: Look for the AutoEnhance SIGSPatch stickers on some of Sierra's Christmas releases, and check out the SierraWeb site (www.sierra.com) in the near future for a free download copy.

How to Contact Sierra Technical Support

Sierra BBS: (206)-644-0112

SierraWeb: http://www.sierra.com/

CompuServe: type GO SIERRA

America Online: keyword SIERRA

E-mail: support@sierra.com

Fax: (206)-644-7697

Phone: (206)-644-4343

Snail mail:
Sierra Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506

Please provide as much information as possible such as computer type, memory, soundcards, etc.

Brand New!

FREE Discovery Kit!

Do you want to start your own business or add to one you already have? CBSI, the world's largest supplier of computer home businesses, has just completed a New Special "Discovery Kit" that shows you 40 different businesses that you can run from your home with a computer.

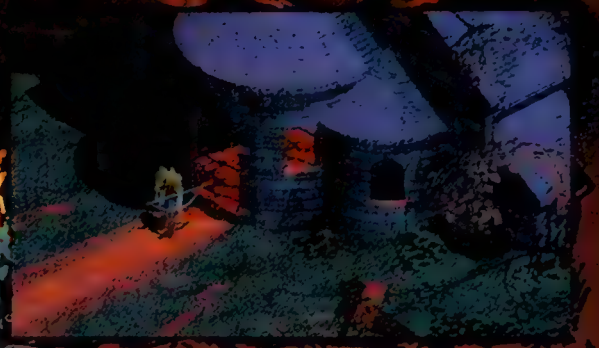
The new "Discovery Kit" contains detailed brochures on each business, plus it also contains three hours of cassette tape that explain each business in detail along with the brochures. The tape and the brochures will tell you everything you need to know to start and run a business from your home. Don't start or run a home business until you call for your FREE Discovery Kit.

There is no charge for the Discovery Kit—call or write today and we'll send the kit out to you immediately.

1-800-343-8014, ext. 4153

Our World Wide Web Home Page address is http://www.cbsinet.com

FROM THE MAKERS OF WARCRAFT II 1995'S GAME



- ROLE-PLAYING ADVENTURES IN A REAL-TIME WORLD
- JOIN FORCES WITH OTHER ADVENTURERS VIA NETWORK OR INTERNET
- FREE† ACCESS TO BATTLE.NET – BLIZZARD'S INTERNET GAMING SERVICE
- DIABLO CREATES A UNIQUE LABYRINTH EVERY TIME YOU PLAY
- EXCLUSIVELY FOR WIN 95

Embark if you dare upon a dark and sinister quest to battle the Lord of Evil, Diablo. A quest that will pull you into the very depths of hell itself...and beyond.

†Free access to battle.net requires access to the Internet. Player is responsible for all applicable Internet fees.

Diablo and Blizzard Entertainment are trademarks of Davidson & Associates. All rights reserved. ©1996 Blizzard Entertainment.

OF THE YEAR COMES SOMETHING EVEN HOTTER!

DIABLO

THIS FALL

ALL HELL BREAKS LOOSE.

BLIZZARD ENTERTAINMENT

800-953-Snow
www.blizzard.com

*PC Gamer

Contest

Tee for Two: Win a Free Golf Trip to the Princeville Resort in Hawaii

Who says you can't get sunburned in the dead of winter? Sierra is giving one lucky gamer (like you) the ultimate golf vacation on Kauai, Hawaii. The winner and a guest will receive free round-trip airfare and spend five relaxing days and four tropical nights at the world-renowned Princeville Resort Hotel. Winners will enjoy two free rounds of golf at The Prince Course and The Makai Course. Look for specially marked *FPS: Golf* boxes at your favorite retailer in January. Or send in a 3x5 index card with your name, address, and phone number to **FPS: Golf Sweepstakes, P.O. Box 1301, Coarsegold, CA 93614.** Or register at the *FPS: Golf* Web site at **www.sierra.com/golf.** Entries must be received by 5/1/97. No purchase necessary.

Hey, Bubba!

Get a Line on This!

Don't put away that tackle box. Together with *Trophy Bass 2*, we're offering one lucky angler the opportunity to go fishin' with a pro. Win a three-day outing with a Pinnacle Rods and Reels bass pro, round-trip airfare, and two nights hotel accommodations to any one of the 10 lakes featured in the game—a $2,500 value! In addition, you'll also receive a Pinnacle rod and reel, pro hat, shirt, and jacket. 100 runner-up winners will win a pair of H2Optix polarized sunglasses worth $100 each. Send in the coupon found in the *Trophy Bass 2* box or send in a 3x5 index card with your vital statistics to ***Trophy Bass 2:* Sweepstakes, P.O. Box 1301, Coarsegold, CA 93614.** Or register at the *FPS: Trophy Bass 2* Web site at **www.sierra.com/tbass2.** And bubba, there is no purchase necessary!

Rx: A Bikeapalooza!

In *The Time Warp of Dr. Brain* (the latest game in Sierra's #1-selling *Dr. Brain* series), the good doctor uses a bicycle to power his (Dis)Continuum time travel machine. Well, we can't promise time travel, but we're giving away a bunch of brand new bikes. Head down to your favorite software retailer this January and fill out an entry form—no purchase necessary. 200 lucky winners (one per store) will get a new Raleigh USA BMX style bike. It's just what the doctor ordered.

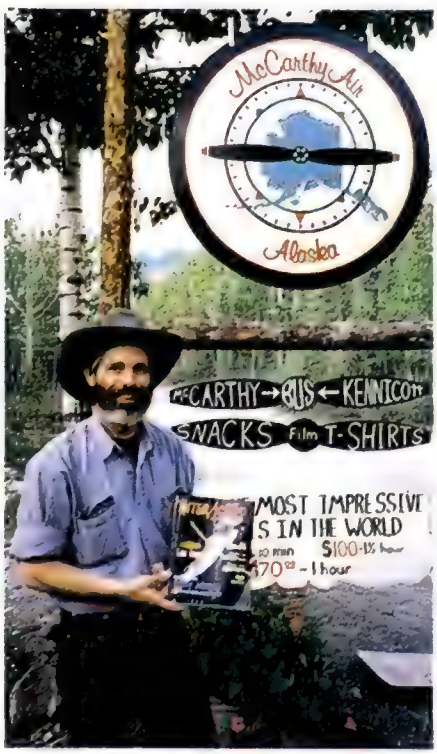
Pages

Sierra Sightings

This could be absolutely the best Sierra sighting of all time. While sitting home one day doing "nothing but sitting and watching old sitcoms and game shows," Vibhav Rangarajan of Sharon, MA noticed *Leisure Suit Larry* creator Al Lowe as one of the contestants on the musical game show *Name That Tune.* Not only is this a great sighting, it made everyone's day at Sierra. We all laffed and laffed! Way to go, Vibhav!

Inter*Action* Covers the World

There are few places on Earth where you can get away from it all—but no matter where you go, you will always find avid readers of Sierra's *InterAction* magazine. Sean Van Horn (son of Sierra Producer Steve Van Horn) found Gary Green and his family on a recent trip to Alaska. The Greens live in McCarthy, Alaska, a remote town near Wrangell St. Elias National Park. McCarthy (population 50) is so remote that during the summer months it is accessible only by airplane or by a rope tram where you pull yourself across the river. There are no bridges into McCarthy (in the winter, the river freezes over and residents are able to drive their cars across). Since Gary is a bush pilot and runs his own company (he's done work for *National Geographic* magazine), you won't find him hanging from a rope that often. But you will find him enjoying the latest issue of *InterAction* magazine. No place is too remote for *InterAction* or for Gary.



Make a Real Fashion Statement. Win Lords II

When *Lords of the Realm II* and *Rama* hit the shelves this holiday season, get ready to embark on two exciting adventures. *Lords II* transports you back to a time where kings rule and prudent strategy can put you on a throne. In *Rama*, on the other hand, you're charged with solving the mysteries of extraterrestrial encounters. Both offer intense, graphic-rich game play—and the opportunity to win hundreds of great T-shirts. Get in on the fun by checking out the *Lords 2* and *Rama* Sierra Web sites at **www.sierra.com/games/lords2/** and **www.sierra.com/games/rama/**. Follow the links to enter the two contests—there is no purchase necessary. Grab destiny! Experience gaming in the past and the future. And do it wearing the finest in Sierra style.

On-Line...

Challenge Fate and Intervene in the Destiny of

ANTARA

If you want a behind the scenes, sneak peek at *Betrayal In Antara*, then check out the *Betrayal In Antara* web page at *www.sierra.com/antara/*. It's one of the most popular spots on the SierraWeb site because it lets you act as the "Absentee Producer" of a sure-classic adventure game. So many people kept writing and asking for progress reports on the development of *Antara*, we figured we'd give everybody their own personal preview. We also thought it would be helpful to get your feedback on what's there, as well as what's missing. So hop on-line and take part in the development of what's sure to be an unparalleled adventure. This is your chance to go on a captivating and enlightening self-guided tour of Sierra's newest fantasy role-playing adventure—*Betrayal In Antara*—before it even hits the stores!

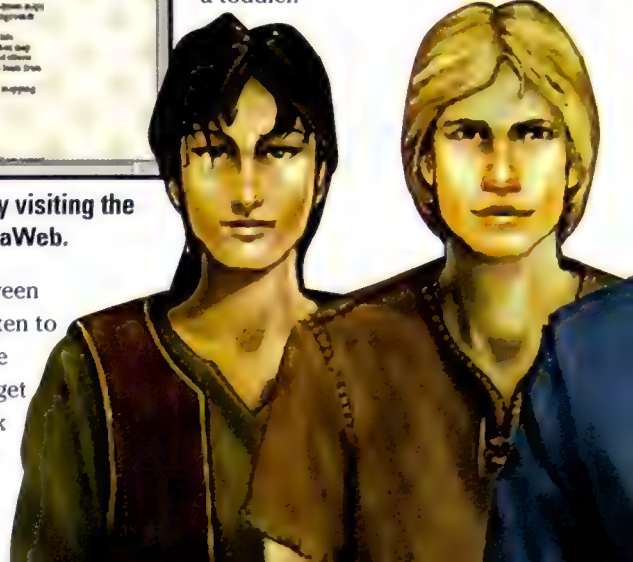
Learn about the exciting world of Antara by visiting the *Betrayal In Antara* Home Page on the SierraWeb.

A Personal Tour

Visitors to the site get a taste of the rich tradition and mystical environments of *Antara*. The tour begins with a look at one of the hand-drawn maps of the Antaran Empire. Two cities in the empire, Panzilo and Briala, are available for you to take an up-close look. Enter each city to see how the streets are laid out, and even take a look inside at some of the buildings. There are taverns, shops, and other dwellings that offer a wealth of information about the culture of Antara. You can read tavern tales, download audio files of conversations between different characters, and even listen to a couple of tavern songs from the game. There is no better way to get to know a new place than to walk its streets and talk to the people who call it home.

Talk to the Team

But who can you talk to in order to get the real story behind the on-going development of a sure-classic adventure game? This information is typically top-secret—until now. Sierra's inviting you to talk with the entire development team. First, the *Antara* web site gives biographies of the key team members. Second, it offers Production Diaries from Lead Designer Peter Sarrett, Producer Steve Miles, Lead Programmer Rikki Cleland-Hura, and Art Director Jimmy Kowalski. The reports are updated regularly and give you the rare opportunity to get inside the minds of a game development team as their baby evolves from a twinkle to a toddler.



You can download screenshots and many extra Antara "goodies" from the constantly-updated *Antara* Home Page.

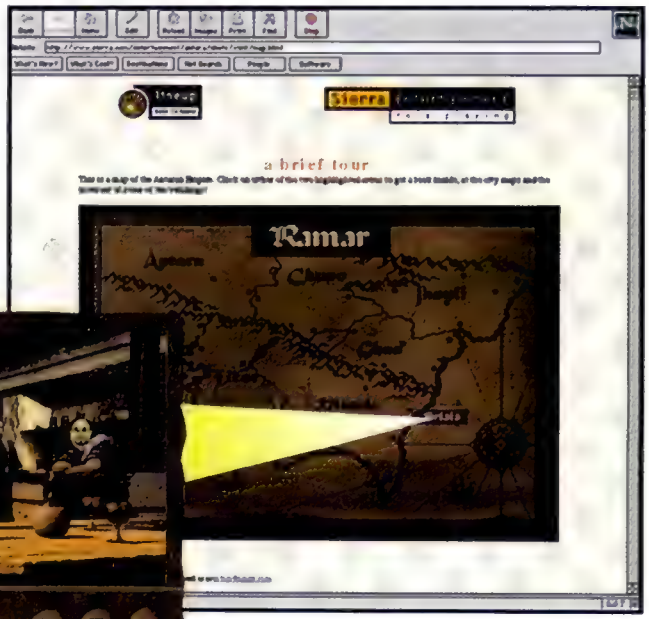
throughout the game. We're also giving away 50 *Antara* T-shirts signed by the entire development team. The only way to sign up is by visiting *www.sierra.com/antara*. So what are you waiting for?

This is something Sierra has never tried before. Up until now our mouths were sealed tight until the game was ready for release. The Web has changed all that. Sierra is literally popping the hood on *Betrayal In Antara* and letting you take a closer look for yourself. You get a personal preview of the game as it progresses through development and you can offer feedback to let us know what you think. So, you always wanted to be a game designer? Here's your chance. At this late stage in the game the entire production team relies on three things to keep them going: their love for the game, that little glow at the end of the tunnel, and their addiction to caffeine. Welcome to the fun. Welcome to your very own *Betrayal In Antara*.

And what good would all of this information be unless you could share your thoughts with the team? Well, through the *Antara* page, you can. Sierra has provided a feedback address, so you can communicate directly with the production team. This allows you to let the team know what you think they're doing right, and how you think the game could be even better. It also lets you ask questions of the team that were left unanswered in the Production Diaries. Easy links to other *Betrayal In Antara* sites—including reviews and previews of the game—are available so you can get in on all of the exciting on-line chatter that's going on as people get ready for the release of *Betrayal In Antara*.

Food for Your Head

Just inviting you "backstage" and giving you a personal preview of *Betrayal In Antara* should be more than enough—but it isn't. We wouldn't be Sierra unless we were giving away cool stuff. Check this out: we're offering an area on the *Antara* Web site called "Extra Goodies." The name doesn't lie.



The *Antara* web site contains maps which allow you to go on location.

We have a full theme pack that lets you download all sorts of *Betrayal In Antara* screen savers, icons, and sound effects that you can put to work right on your desktop. Keep your eyes peeled for a *Betrayal In Antara* contest that could win you one of the 20 meticulously hand-drawn maps that appear

Meet the four Seekers of Destiny—Kaelyn, Aren, William, and Raal.

Red Baron II

Gary Stottlemyer

Pushing the Envelope

The Red Baron II Designer on Flight Sims

When it comes to re-creating the danger, adventure, and excitement of being a World War I flying ace, few people are as wired into the experience as Gary Stottlemyer, designer of the upcoming *Red Baron II*. His background is a rich mix of aerobatic flying and advanced flight sim design—talents few sim designers possess. He has a passion for flight sims that shows in every facet of *Red Baron II*, from the details in the sim's 22 flyable aircraft to the biographies of the 60 flying aces you encounter in the course of a WWI flying career.

In *Red Baron II*, Stottlemyer has created a historical flight sim so accurate, it could be considered as the model of what flight sims will be. When *Red Baron II* releases next February, prospective aces will have the feeling that history has been re-created inside their computers.

IA: It's been said that with Red Baron II, you are creating the future of flight sims. What does that mean?

GS: Wow, we should be so lucky. I appreciate hearing things like that, but I just like pushing the envelope. In *Red Baron II*, I hope to provide a flight simulation that's worthy of the Pentium platform. We're still seeing products with highly controlled and totally pre-scripted missions which take place in ultra small (and/or virtually empty) worlds. That's unacceptable now. Why not a large-scale world with dynamic, active, and reactive AI? Why not accurate ballistics, damage, and collisions? With the Pentium you're not forced to choose between substance and "eye candy" graphics. You can have both.

What's happening on the ground in Red Baron II is as important, and interactive, as what's happening in the air.

IA: What was your objective in designing RBII?

GS: The most influential objective was to provide the players with a larger, "living," and far more authentic combat environment in which to fly and fight in a manner that's consistent and believable from the perspective of a WWI fighter pilot. This, as opposed to a smorgasbord type sim where the player arbitrarily picks a plane and fights in a rather limited, predefined, and controlled "scenario."

IA: If players have flown the original *Red Baron*, what significant differences can they expect in *Red Baron II*?

GS: What everybody will notice right away is more planes. Twenty-plus distinct flyable planes, with another twenty-plus types of planes to escort and attack. There is now full fidelity flight modeling for every plane (flyable by the player or not). You'll find four large scale, highly detailed, authentic combat environments based on the major regions of the Western Front, complete with hundreds of aircraft, buildings, vehicles, trains, soldiers, bunkers, and tanks, which have their own dynamic and reactive AI. In fact, our smallest region has over 10,000 objects in it!

Even some of the buildings have AI (like the churches in enemy villages, which ring their bells in warning... and this actually alerts any Flak gunners who may not have noticed you!) And you get a real sense of war in the campaign mode, with the ability to challenge and be challenged by over 60 famous aces of the war—if you're good enough!

IA: *Red Baron II* is the most historically accurate military flight sim to date. Where did you get the information necessary to get accuracy of this scope and scale?

GS: John Bruning, the original historian on *Red Baron*, literally worked two years on the historical research for *RBII*. Dennis Kilgore, another Dynamix "ace" military historian, has also done a tremendous amount of research. In addition, everyone on the team, especially our Art Director, Production Assistant, and Technical Data Specialist (Jarret Jester, Scott Rudi, and Travis Graff, respectively), have been committed to the notion of doing the necessary research and making *RBII* historically accurate.

Unlike the detached experience of modern warfare in the air, WWI air combat was up-close and personal.

Throughout, we've made tremendous use of the University of Oregon's world-class library (we're just a block off campus) and we've consulted with the Imperial War Museum as well as many countless other private museums and libraries. We've made no less than three trips to the National Archives in Washington, DC, and we've amassed a vast collection of reference books, periodicals, and publications on WWI and WWI aircraft.

IA: As a test of the sim's realism—if you are flying over a certain field where a battle occurred in real history, on the day that battle occurred, will you find it there?

GS: Well, I can't say we've put in details right down to the particular activities that occurred in a given farm field on a given day in the war, but we've got the right ground units in the right places along the front, the locations of the squadrons at the right aerodromes, flying the right aircraft, with the right famous aces (with the right ranks, medals, and kills) at the right times in the war. If you're with the 94th Aerosquadron in mid- June 1918, you'll have recently been deployed to the Marne region where the Germans are in the midst of an offensive. You may be flying with your squadron mates, Eddie Rickenbacker and Reed Chambers (who'll have their proper ranks, medals, and kills) and be on an Infantry Support Mission just North of Chateau Thierry, where you may run

"Why not a large scale world with dynamic, active, and reactive AI throughout? Why not accurate ballistics, damage, and collisions? Without them, it's just an airplane game—not a flight simulation."

—Gary Stottlemyer

into Lothar Von Richthofen leading aircraft from the Jastas of the notorious Richtohofen Geschwader. You'll get to see how well your new SPAD-XIII's are against a mix of DRI's and the Germans' new DVII's. This is the level and depth of detail you get with two full years of research.

IA: Unlike most flight sim enthusiasts, you have your own plane. How does flying your own plane compare to flying in *RBII*?

GS: As for flying my Pitts S1S (which I sometimes affectionately refer to as "Super Squirrel"— since she definitely exhibits the well-known Pitts ground handling characteristics), she's certainly a biplane, but is smaller and lighter than even the best WWI fighters. Aside from the specific aircraft characteristics, you can definitely spin, snap, tailslide, and do loops, rolls, and hammerheads in the game, via real physics, not magic numbers and gimmicky if-then statements. To me, that's how things ought to be. Otherwise, your product isn't a flight "sim."

IA: Has your considerable experience as an aerobatics pilot inspired the flight model of the game?

GS: Absolutely. While aerodynamic theory can readily be obtained from a book, there's no substitute for actual flying experience. Flying aerobatics provides experience in what it's like to fly an airplane out at the edges of its envelope (and beyond, into the departure realms). Without this experience, I would not have had the insight and, especially, the passion to make the flight model "right." Nothing bothers me more than flying a sim where the flight model behaves egregiously wrong.

"To give you a feel for the level of historical accuracy...we've got the right ground units in the right places along the front, the locations of

the squadrons at the right aerodromes, flying the right aircraft, with the right famous aces (with the right ranks, medals, and kills) at the right times in the war."

—Gary Stottlemyer

IA: What are some of your favorite features in *RBII*?

GS: I love the fact that bullets do precise collision detection and detailed damage modeling against the aircraft. You can visually see hits registering on the different areas of the planes, and you can see the damage you inflict. And the damage that's inflicted is not merely visual, but actually affects the flight model as well. This is very apparent when you get damaged, and it affects your opponents in the same way. This is a favorite of mine, since shots taken in WWI Biplanes are very "up-close and personal."

IA: How many actual WWI Aces are featured in the game?

GS: Over 60. Not all of them are gods, either, as you need some mortals to challenge earlier in your career!

IA: 3-D graphics are the cutting edge. Will the game have support for the new 3-D accelerators? What benefit will 3-D card users get with the game?

GS: Yes. A major reason for moving the ship date of *Red Baron II* into February 1997 was to assure support of the new 3-D accelerator cards. *RBII* deserves this. We really feel that *RBII* in accelerated 3-D will be the most awesome flying experience there is. If you play any military flight sim this year, *Red Baron II* should be the one you fly.

by John Sauer

Power Up With Sierra Pro Pilot

No Other Flight Sim Measures Up

When *Sierra Pro Pilot* ships in early 1997, it will have all the features flight sim enthusiasts demand, along with features that you can't find anywhere else in a stand-alone product. No other personal flight trainer will offer more depth or flying options, or show just how realistic, comprehensive, and exciting civilian flight can be on a PC. Hold your favorite flight sim up against *Sierra Pro Pilot.* See if it passes the 10-Point Checklist. If it doesn't make the grade, you shouldn't be flying in it!

The Sierra Pro Pilot 10-Point Flight Checklist

1. Complete coverage of all U.S. navaids for cross-country flight. *Pro Pilot* features every navaid in the U.S. so that you can navigate from Seattle to Miami, or San Diego to Boston.

2. Texture mapped terrain with 27 million elevation points. Imagine the entire U.S. mapped out in such exact detail that you can see virtually every lake and highway where it would be in real life. You can't do that with any other flight trainer, even with add-on packs!

.AVI tutorials give you the training to make a three-point landing.

3. Air Traffic Control (ATC). ATC adds a new layer of realism to the *Pro Pilot* flight experience with communications from airport towers, other pilots in the flight pattern, your co-pilot, and even your instructor. To get ATC with other flight sims, you must purchase costly upgrades.

4. Graded instructions and flight assignments. *Pro Pilot* trains you with specific instructions and assignments that get more challenging as your piloting skill increases. The sim grades you on your progress so that you have a constant reality check on how well you are doing, and get positive feedback that helps you become a better pilot, much faster. No other flight sim gives you this level of confidence.

5. Photorealistic, accurate panels. *Pro Pilot* gives you total control with digitized re-creations of the real control panels, with every button, switch, and control feature live and operative.

6. Flight instruction designed by certified flight instructors. Learn to fly in *Pro Pilot* and you graduate through three levels of certification with more than 30 full-motion .AVI tutorials.

7. Over 2,500 airports. There are over 2,500 large and small airports in America, and almost all of them are included in *Sierra Pro Pilot,* down to their runway and navaid configurations. Approach them from the air and you'll see them as they would appear in real life.

8. Dual throttle for multi-engine aircraft. Pilot a twin engine aircraft in *Pro Pilot* and you can directly control every feature. No other flight sim offers this level of control.

"Dynamix provided the perfect graphics engine to allow us to focus on the sheer realism of flight. It was a match made in heaven."

—Mark Pechnick, subLOGIC Head

9. On-line moving map display with navaids, airports, and airspace classification. Instead of offering a static display as most flight sims do, *Pro Pilot* gives you an on-line, "live" map display that tracks your location, surrounding navaids, airports, and your current airspace classification. No other flight sim offers this elaborate tracking system.

10. GPS—auto-course tracking and wind correction. GPS (Global Positioning System) can determine your location to within 30 meters. *Sierra Pro Pilot* includes GPS as a standard feature so that you always know your latitude and longitude. The important addition of a plotter for auto-course tracking and wind correction allows for both accurate automatic piloting and for detecting unplanned shifts in your direction and speed when you are piloting manually.

3-D Ultra MiniGolf™

by Beth Demetrescu

Have you ever picked up a putter and tried to knock a golf ball past windmills and around loops? Most of us have. Minigolf is one of America's favorite pastimes. But you've never played minigolf like this before! Based on the same formula for fun as Sierra's wildly popular *3-D Ultra Pinball*™ series, the upcoming *3-D Ultra MiniGolf* lets you do, see, and hear things you've never imagined possible on a miniature golf course. Flying space taxis, pterodactyls, and volcanoes are just a few examples.

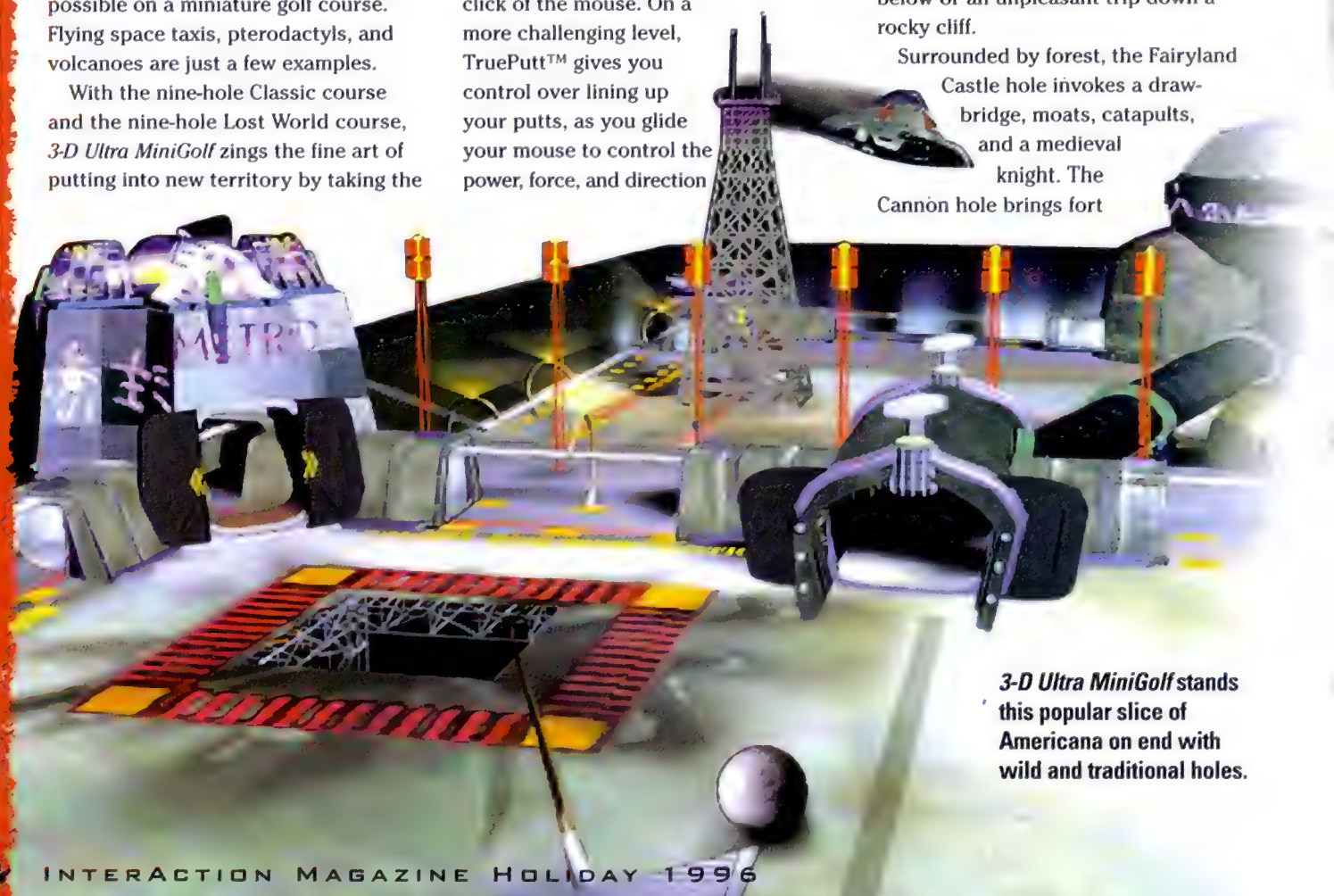
With the nine-hole Classic course and the nine-hole Lost World course, *3-D Ultra MiniGolf* zings the fine art of putting into new territory by taking the real-world physics of minigolf and applying them to holes that range from the Old Windmill to Lunar Warps on the surface of a distant moon. Each of the 18 holes will begin with a detailed, overhead fly-by and will feature multiple camera views to truly show off the game's full 3-D perspective.

3-D Ultra MiniGolf offers you optional club swing control. For beginners, EasyPutt™ allows you to putt with the click of the mouse. On a more challenging level, TruePutt™ gives you control over lining up your putts, as you glide your mouse to control the power, force, and direction of the on-screen putter, similar to the TrueSwing™ feature of *FPS: Golf*™.

America's Classics

3-D Ultra MiniGolf gives the Classic holes new life by adding 3-D animations and more life than real life itself! The Windmill hole sends your ball into the trenches if you hit a blade. The Lighthouse hole offers the possibility of a clever path to the cup on the beach below or an unpleasant trip down a rocky cliff.

Surrounded by forest, the Fairyland Castle hole invokes a drawbridge, moats, catapults, and a medieval knight. The Cannon hole brings fort



3-D Ultra MiniGolf **stands this popular slice of Americana on end with wild and traditional holes.**

fighting to the playing green. The Hoover Dam provides traditional putting action with a splash.

And built into the side of a granite cliff, the Gold Mine hole provides plenty of fun. Obstacles include a suspicious old miner (get yer cotton-pickin' hands offa my gold), TNT explosions, hibernating bears and erupting geysers.

Various 3-D-angled cameras help you plan your shot.

Outrageously Outrageous

If you think the Classic holes are fun, just wait till you try the nine wildly outrageous Lost World holes. From outer space to the land that time forgot, these holes challenge your imagination just as much as your ability to plan a putt.

Arachnophobes beware, some holes feature trap door spiders with a tendency to steal your ball, potato bugs who block shots, and pesky ants that drop your ball into water. Clearing them gives you the opportunity to practice some extermination. But, don't despair, not all creatures are against you.

If you find yourself playing in a deep crater, beware—it's really a footprint!!!!

Putting through T-Rex's prints may be hazardous to your ball's health. On the Dinosaur hole, challenges include T-Rex scarfing up your ball and a caveman hooking it into water.

Survive Rex's Dinosaur hole and the Jungle Ruins may still drive you insane. Starting atop a pyramid, you have to sink your ball atop another pyramid. A few shortcuts (and a secret hole) are provided, but it's up to you to figure them out.

At the Volcano hole, there are a couple of ways to get across the lava, but just as a warning, each dive into a lava pit will disintegrate your ball, dump you onto level ground and assess you one penalty stroke.

Completely Logical Fun?

Crazed as the holes may be, the ball moves through the *3-D Ultra MiniGolf* universe with real-world physics. Every action of the ball occurs just like it would in the same situation in real life!

3-D Ultra MiniGolf has built-in support for up to four-player LAN and Internet games, and players can customize virtually every area of the game. Aside from amateur and expert levels, there are also four styles of play: match, where the fewest number of strokes across 18 holes wins; medal, where the winner is determined by the score by hole; skins, where a certain amount of money is won at each hole, with money from each tied hole carrying forward; and timed, a multi-player option where the first player to the hole wins. If you are into the surreal, combined with fabulous graphics and amazing technology, brace yourself for a game that's challenging, crazed and out-of-this-world fun.

Putting through this Space Port hole means dodging gravity wells, navigating hard turns, and multi-level terrain.

OUTPOST 2: COLONIAL REBELLION

Building Space City

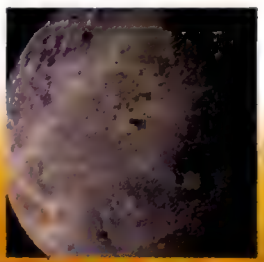
In space, no one can hear you scream. Or laugh, shout, or chortle with glee as you give humankind a new future in space with *Outpost 2: Colonial Rebellion*, orbiting your way in early Summer 1997. Loosely based on the phenomenally successful *Outpost 1.5*, the new *Colonial Rebellion* is very much of a real-time, hands-on, colony building sim. Where *1.5* had you placing building tiles, in *Colonial Rebellion* you handle the construction of your space colony step-by-step, from bulldozing terrain to bringing construction materials to the building site and calling in the construction vehicles. The planet conditions are harsh and a rebel colony is scrambling to usurp the available resources before you can get to them. This isn't just survival of the fittest—you gotta be the fastest, strongest, and smartest to win.

"*Colonial Rebellion* will be a mixture of *Outpost, Sim City, Masters of Orion, Warcraft 2*, and *Command and Conquer*, with some *Civilization* tossed in for good measure," says *Outpost 2* Designer Pat Cook with a laugh.

"We're taking many of the concepts that made those games great titles and fitting them into a hostile planet survival scenario," adds Allen McPheeters, the title's co-designer. "By creating a synergy of divergent game qualities, we're creating a whole that is much greater than the sum of its parts."

Playing as either Eden, the main colony, or Plymouth, the rebel colony, you must directly guide the growth of your colony in the face of collosal environmental disasters such as planet quakes, electrical storms, sandstorms, erupting volcanoes, and meteor strikes that can take out half your colony with one blow. On top of that you have citizen revolts when things go badly, inter-colony competition for natural resources, and a whole slew of surprises that the game developers are keeping under wraps.

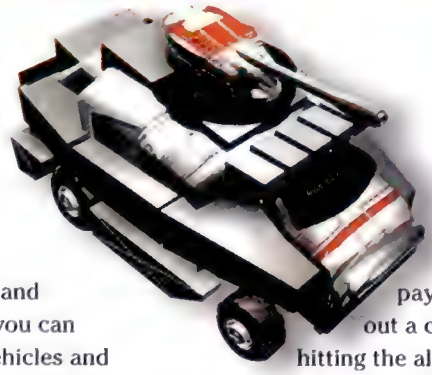
When it releases this coming Summer, *Outpost 2: Colonial Rebellion* will be a first on many fronts. As a native Windows 95 game, it will offer important technological features such as the ability to keep multiple windows open and selectable resolution, which allows you to maximize what you see on your computer for a higher magnitude of graphics. Options for Internet and LAN connectivity will bring a new dimension of multi-player gaming to the sim genre. Whether you are an *Outpost* fan or just a player who wants something new out of real-time sims, *Outpost 2: Colonial Rebellion* will keep you captivated.



Building is much more hands-on. First bulldoze a site, then get construction materials and vehicles there.

CAPTIVES

TO THE RESCUE



by Johnny Magpie

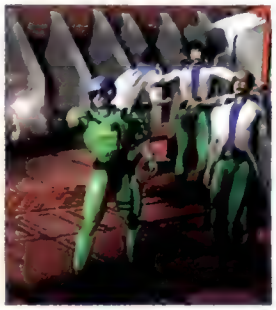
"When I caught your article on the new action games in* InterAction*, my eyes sort of glazed over...Another death match...More shooting and hand-to-hand combat...I love action games, but can't you guys do something original? Everything that's come out in the last two years seems to look like* Doom *or* StreetFighter *with more blood and violence."

—Nathan S.@Compuserve

This note on CompuServe caught my attention. I had to agree. Death matches and fighting games have their place, but there's plenty of room for an original action game out there, especially one that places a little more value on human life and features a challenge more intelligent than simply "kill or be killed."

That's why I love Impressions' upcoming *Captives*. Coming in early Summer 1997, *Captives* is a thinking man's action game all the way. The title isn't about killing at all—it's about saving lives. There is a higher purpose, which makes all the difference.

The backstory of *Captives* concerns a scientific base on a distant planet that has been overrun by a race of "techno-organic" aliens. Most of the inhabitants of the base are dead, but many others are imprisoned. You lead a lone soldier, "The Cleaner," in isometric 3-D run, gun and rescue action to clear the base one sector at a time. You'll search for captive scientists and soldiers, and leadthem to locations where they can be beamed to safety. Running across catwalks, through air shafts, and around massive machinery, you can find and use all manner of vehicles and technology. The fact that all of this equipment is time limited provides moments of terrifying vulnerability while players desperately search for new vehicles or weapons.



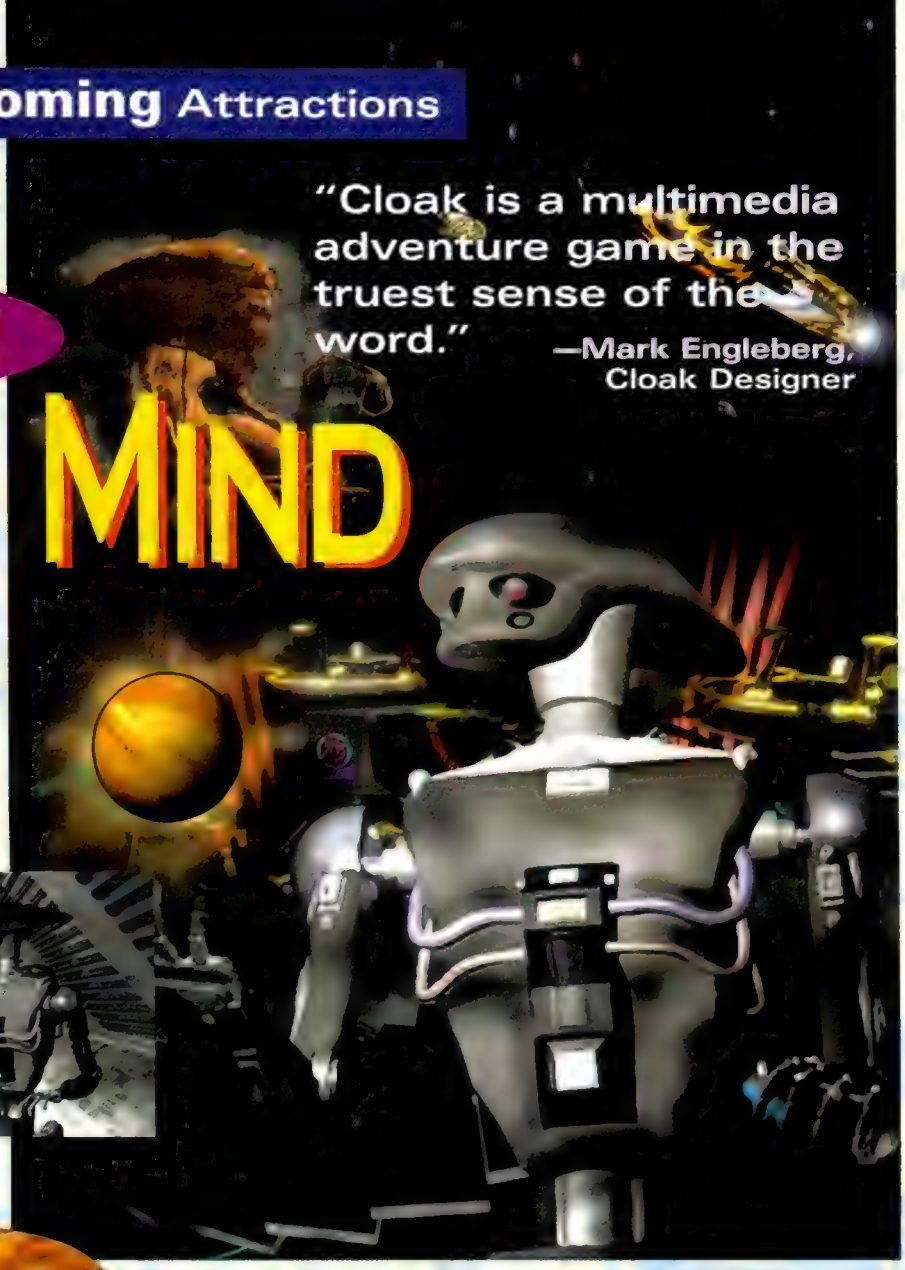
There's a real human reward when you save a life. Soldiers might help out with a little extra firepower until you drop them off. Scientists work to make you better weapons after they've cleared the base. There's also an element of satisfaction when you make the "bad guys" pay by wiping out a cocoon. It's hitting the aliens where they live and they don't appreciate it.

Captives will feature cooperative/competitive multi-player gaming via modem, LAN, and the Internet, where you try to rescue more captives than your opponents. You'll even be able to "steal" captives or—depending on how ruthless you are—wipe them out. If you're tired of the standard shoot-'em-ups that seem to have flooded the action gaming market, get ready to try your hand at *Captives*.

Not another "kill or be killed" action game, *Captives* gives you the chance to actually save human lives.

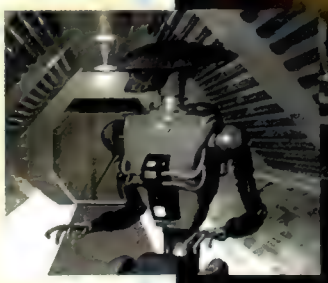
ENTER THE ALIEN MIND

"Cloak is a multimedia adventure game in the truest sense of the word." —Mark Engleberg, Cloak Designer



Imagine an alien race with telepathic powers so strong that none of your secrets can remain hidden from their probing. You'll find them in *Cloak: The Naked Mind*, a new kind of adventure game coming from Sierra in early 1997.

With *Cloak*, Sierra has taken its trademarked adventure game interface and revamped it from the ground up. Everything you see and do is completely new, seamless, and phenomenally lifelike. The point of view is first-person—through your character's eyes—with breathtaking, animated sequences and cutaways. Game play and puzzles are integrated into a seamless experience. And the story reaches beyond adventure into the realms of science fiction and spy thriller.



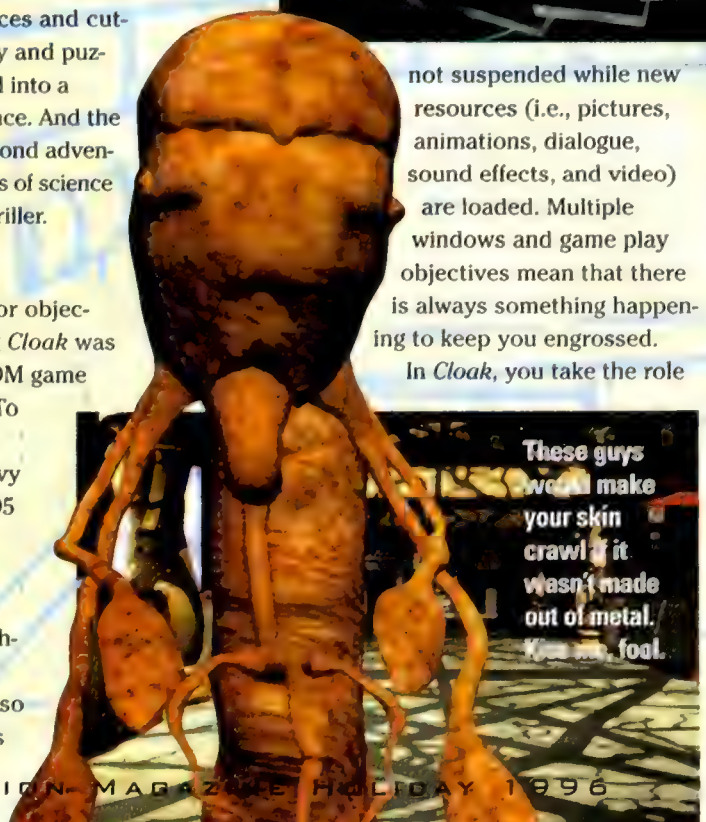
No Waiting

One of the major objectives in designing *Cloak* was to create a CD-ROM game with no waiting. To achieve this goal, *Cloak* makes heavy use of Windows 95 background resource-loading techniques and CD-streaming technologies (called multi-threading) so that game play is not suspended while new resources (i.e., pictures, animations, dialogue, sound effects, and video) are loaded. Multiple windows and game play objectives mean that there is always something happening to keep you engrossed.

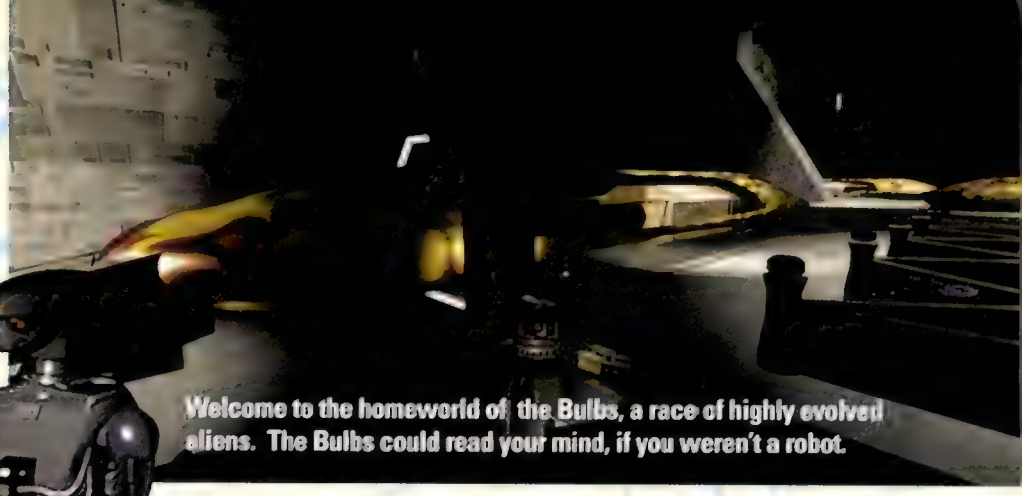
In *Cloak*, you take the role of a secret agent on the planet Altopia. You've been strapped into a telepresence pod—a kind of virtual reality environment—and linked to a highly developed, bipedal robot code-named Cloak.

After you've bonding to the Cloak, the robot is transported to a trading world where humans and the mysterious, alien Bulbs interact to trade human-manufactured robots for Bulb technology. There, you must find a way to the Bulb's forbidden home planet, where no flesh-and-blood aliens are allowed. Your mission is to delve into their mysterious way of life and discover if they are building a secret weapon to use against humankind.

The Bulbs can read any biological mind. Fortunately, they cannot read your mental signature inside the Cloak



robot. Because you will stay bonded to the Cloak until your mission is complete, you are safe as long as you stay undiscovered. Remember that if the robot is destroyed, there will be no way to retrieve your consciousness. You will be—in every sense of the word—dead.



Welcome to the homeworld of the Bulbs, a race of highly evolved aliens. The Bulbs could read your mind, if you weren't a robot.

I, Robot

The Cloak robot you occupy is an extraordinary device that not only conceals your consciousness, but contains tools that give you superhuman abilities. Bipedal and roughly humanoid, this type of robot is highly valued by the Bulbs both for its versatility and for command over other robots. Operating its many sensors and attached devices allows you to do several things at once, such as monitoring a security camera you planted in an abandoned ore mine, while using your command influence to interrogate a robot bartender.

The remarkable versatility of the Cloak comes not only from its attached appendages, but from its ability to utilize items that are encountered in the course of the adventure.

The *Cloak* Team take a moment away from building alien worlds to take this team picture.

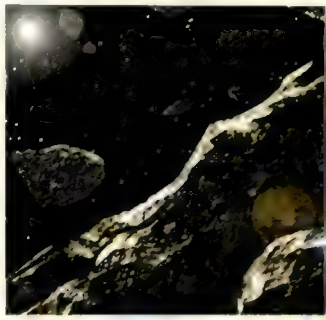
Alien Neighbors

The Bulbs are more alien to our species than anything humankind has previously discovered. They look like large, leather-skinned worms and with large, bulb-shaped heads (hence the name). As their large craniums indicate, Bulbs have remarkable mental talents. They have developed technology that is light years beyond what humans have achieved. Your planet trades for it. The Bulbs don't allow other species on their planet and it's just as well. With their telepathic skills, it's rumored that they can fillet the layers of consciousness from your mind faster than it takes to draw a breath.

When regarding the Bulbs you must ask yourself, "Does a race that can read our minds have enough distrust to build a doomsday weapon?" Many leaders of Altopia believe they do. You must uncover the truth.

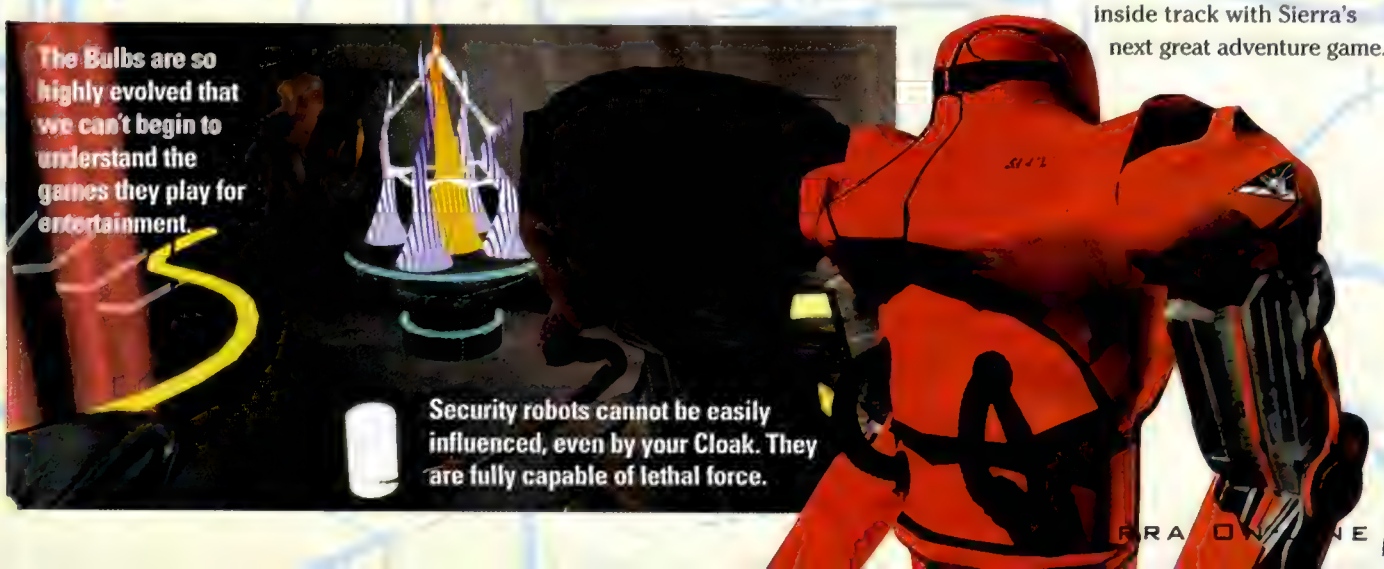
Cloak on the 'Net

As *Cloak: The Naked Mind* approaches launch date, only one place can keep you updated with the latest information and breaking news on *Cloak* and provide you with the opportunity to contribute your thoughts and ideas to the game development team. That's the *Cloak* Web site at: www.sierra.com/entertainment/cloak/



Humans and Bulbs interact deep within the belt, on the former asteroid-mining colony of Baccos.

This is where you can find new screen shots, read the latest *Cloak* information, and download a free desktop poster. There's even a link to the *Cloak* reviews from other magazines. Keep checking the *Cloak* Web site for updated information and ways that you get in on the inside track with Sierra's next great adventure game.



The Bulbs are so highly evolved that we can't begin to understand the games they play for entertainment.

Security robots cannot be easily influenced, even by your Cloak. They are fully capable of lethal force.

SHIVERS II
HARVEST OF SOULS

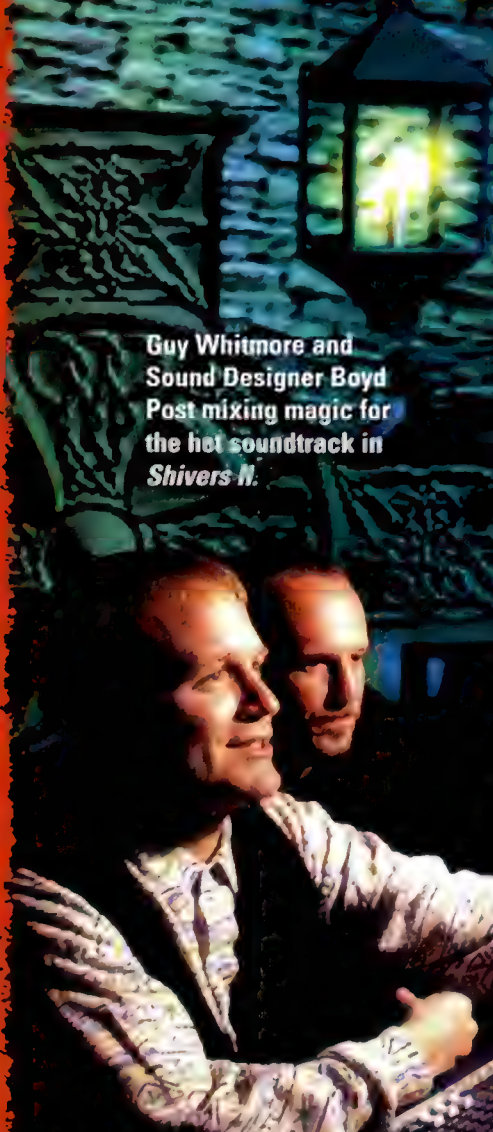
The Music Drives the Mystery

by David Senan

It's not often that the soundtrack of a computer game is one of its most significant and compelling features. Thanks to Sierra's newest adventure game, *Shivers II: Harvest of Souls*, and multitalented composer/lead sound designer Guy Whitmore, that's all changed. The *Shivers II* design team has gone to great lengths to produce a cryptic 3-D adventure that utilizes Guy's many talents. He is the composer and producer of all of the songs on the soundtrack, while other members of the team wrote the lyrics. You're challenged to find clues in the game's rock music videos that help you solve the mystery surrounding the disappearance of almost everyone in a small, rural town. In *Shivers II: Harvest of Souls*, Guy guarantees that along with the interactive puzzles and haunting game play, the music drives the mystery.

"The music is very important because there are clues in the lyrics and the videos," says Guy. "You have to watch the videos and listen carefully to the songs to solve the puzzles and complete the game. The music's not just background like in most PC games. It doesn't simply set the mood. It can make or break your success."

The search continues for your friends in the rock band, Trip Cyclone. Try looking on the Billboard charts.



Guy Whitmore and Sound Designer Boyd Post mixing magic for the hot soundtrack in *Shivers II*.

Hauntingly Beautiful Music

In this second game in the *Shivers* series, you've traveled a long way to meet some friends who are in a rock band. Your friends have come to make a music video in the small town of Cyclone, Arizona. When you get there, you think your journey is over. Or has it just begun?

You find that Cyclone has been mysteriously deserted. The friends you've come to visit are nowhere to be found and a faceless stalker is preying on your fears. As you begin looking for your friends, you turn on a TV and find rock videos featuring their band. The videos are deeply disturbing and contain coded messages that haunt your mind. These messages could lead you to your friends—or could lead to your demise. So what's going on here? The answer is in the music.

While constantly fighting the eerie feeling that you're being watched, you search the town for more messages and solve puzzles that appear to be left by Native American spirit messengers called kachinas. But are you really getting closer to finding your friends? Or are you playing right into some sort of evil scheme? The answers to these questions don't come easily, but you better hope they come quickly before you suffer the same fate as your friends.

A Different Approach to Making Music

Shivers II: Harvest of Souls boasts a brand new sound technology feature developed by Lead Programmer Willie Eide exclusively for *Shivers II*, using dynamic panning. Dynamic panning is a type of sound modeling that approximates 3-D and makes the game even more realistic by allowing users' audio perspectives to match their visual perspectives. For example, as your line of sight pans left to right, so does what you hear through the speakers. If you hear something spooky through your right speaker, that's the direction you'd better turn.

"Dynamic panning allows us to take audio a step further and gives *Shivers II* an added element that pulls the user deeper into the game — so we can scare the wits out of them," states Willie about the exciting new feature.

The *Shivers II: Harvest of Souls* soundtrack features five original songs that were composed and performed by Guy with the help of professional vocalists September Luketz and Ethan Silrum. Lyrics such as—*The only way to win this little game now is to know your enemy and to trust who you can*—tell you how to go about solving some of the complex puzzles found throughout the game. Without the songs, you'd be stuck in murky, mystery-haunting Cyclone. The songs are captivating and eclectic, drawing from a number of alternative music genres, and the production rivals the best computer game soundtracks on the market. But to Guy Whitmore, that's not good enough.

"My approach is to never compare what I am doing here with other CD-ROM games," Guy explains. "My whole philosophy when I started writing these songs was that the soundtrack has to sound as good or better than anything you'd walk into a record store to buy—major record label quality. I'm always looking outside of the realm of the music in CD-ROM games to make each track as strong and compelling as it can be. *Shivers II* for me is almost two projects in one: an album recording project and, of course, the game itself," says Guy.

Shivers II: Harvest of Souls is two exciting products in one. You get a captivating first-person-perspective adventure game that builds on the almost cult-like popularity of the original *Shivers*. On the other hand, you get a major label quality soundtrack with songs influenced by popular alternative bands such as *Garbage, Smashing Pumpkins*, and *Arrested Development* that can make or break your success. Guy and the entire *Shivers II* development team are dedicated to branching "outside of the realm of CD-ROM games" and creating computer experiences that push the technology as far as it'll go and redefine interactive entertainment. When you sit down to play this engrossing adventure game and find yourself immersed for hours in the mysteriously undefined world of Native American mysticism, you'll understand why. So keep your eyes and ears on the Billboard charts—here comes *Shivers II: Harvest of Souls!*

Make sure you check out the *Shivers II: Harvest of Souls* Web site at www.sierra.com/shivers2 for samples of the songs and updates every month on the development of the game.

LARRYBOY'S PC PLAYMATE OF THE MONTH

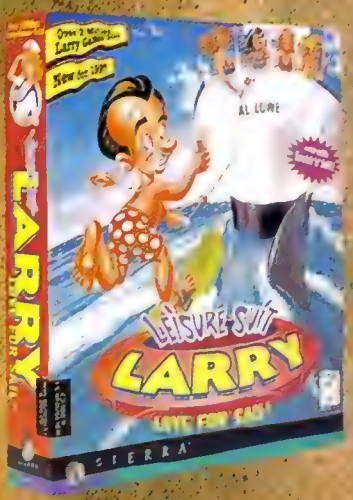
Sexy!

Sensual!

Scandalous!

Sensational!

Good Clean fun!



Available now!

1-800-757-7707

or visit us at www.sierra.com/lsl7

LARRYBOY INTERVIEW: LARRY LAFFER

a candid conversation with the Clown Prince of Polyester about the upcoming game, Love for Sail!

If anyone embodies the lethario, lounge lizard lifestyle as it's survived into the '90s, the man is Leisure Suit Larry Laffer. He recently took time off the set of the upcoming ***Love For Sail!*** *to share his views on the game.*

LB: We've heard a lot about your next game, Al Lowe's *Leisure Suit Larry: Love for Sail!* Can you help us penetrate the tissue of fiction that seems to surround the game?

LL: Sure thing. *Love For Sail!* is the next great *Leisure Suit Larry* adventure. Players get to be me-no small honor—in a cruise aboard the world's gaudiest cruise ship, the *PMS Bouncy*. You could call it singles' heaven. It's packed with more—shall we say amply endowed—women than you've ever seen in real life. Yeah, baby...I'm the man!

LB: What has Sierra Veteran Designer Al Lowe done with *Love For Sail!*

LL: Big Al, as I like to call him, has drawn on diverse backgrounds to create a graphic adventure that features gorgeous, hand-drawn cell animation, full CD-quality music and sound, true disco, and a great new interface that revives the features that made adventure games so popular in the first place.

LB: What can you tell us about the bevy of beauties in the game?

LL: Well, there's Victorian Principles, the librarian who's a closet nymphomaniac; Dewmi Moore, the casino fly who unzips for poker chips; the overly well-endowed world-famous mother-daughter country-western singing duo, Wydoncha and Nailmi Jugg; and the young and lovely (and very naked), Drew Barringmore. But the woman who stands out in this title is the master of the *Bouncy*, Captain Thygh. When she calls "attention," I come to full salute!

LB: We understand that the lovely Captain Thygh plays a central role in the game.

LL: My trials and tribulations really begin when I try to win the captain's Thygh's Man Trophy! The winner gets to spend a week cruising on the captain. The competition is stiff, but I'm sure players will find me up to the challenge.

LB: What's so new about the game interface?

LL: Instead of just controlling everything with a cursor, or just typing in all your commands, in *Love For Sail!* you can do both. With the new CyberType 2000, you can click on anything or type a one-word command. It might even respond! Hey...that was a joke. There's also Lowe's patented Cyber technology. My favorite is the CyberSniff 2000 scratch 'n sniff card. You won't believe the smells. Imagine musk, coconut, and diesel fuel...ahhh.

LB: We understand from Producer Mark Seibert that a special cameo spot in *Love For Sail!* has been reserved for players so they can put themselves in the game.

LL: The way it works is that the player scans an image, records a .WAV file, and drops them in a game folder. And they appear in a very special place in the game. And the Big Seib? You should hear what he does with the disco in the game. I get night fever just thinkin' about it. Oops! Gotta run. Lowe really cracks the whip around here.

How can I describe the beauty of the women in this game? I don't even know where to begin!

Are some of my scenes "risque?" Mel Gibson, Brad Pitt, me...everyone wants to see us naked. It comes with the territory.

Sure I've done things that I'm not proud of. But hey—I'm a star. Chicks dig me.

INCLUDES:
INDYCAR® RACING II, SILENT THUNDER™, CYBERGLADIATORS™ AND A RENDITION READY™ VERSION OF QUAKE—

FREE!

Screamin' 3D: Nothing Plays Better

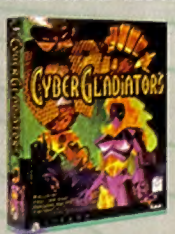
4 MB Graphics Accelerator for Screamin' 3D Game Play

Now, through an exclusive offer from Sierra, you can drop the hottest 3D graphics accelerator into your PC for under $200. AND you can get four spectacular 3D games all in one totally screamin' package. Screamin' 3D puts the incredible Rendition® Vérité™ Graphics Processor on a PCI-compatible board with an absolutely awesome 4 MB of EDO DRAM that supports 65k colors at 1024 x 768 resolution. You don't have to be an engineer to know what that means: Blazing performance and incredible 3D graphics. You'll see frame rates you never imagined in your favorite games, more 3D detail, more colors, more action. All with total Windows 95 compatibility and full support for DirectDraw, Direct3D and the latest graphics standards.

Screamin 3D Bundle,
A $365 value
Only $199.95

Order now and you'll get these hot Rendition Ready™ games worth over $150 and a Rendition Ready version of Quake FREE:

SILENT THUNDER
The return of the indestructible A-10 Tank Killer® features incredible 3D graphic realism.



CYBERGLADIATORS:
Post-nuclear death-fighters battle head-to-head in a graphic 3D fight for victory or annihilation.

INDYCAR® RACING II
Give the best racing sim an incredible turbo-boost with faster frame rates with Screamin' 3D.

rendition r-e-a-d-y

Call 1-800-757-7707 To Order Today!

Screamin 3D graphics accelerator requires Pentium CPU, Windows 95, 8 MB RAM, PCI bus, CD-ROM. Silent Thunder, IndyCar™ Racing II and Cybergladiators shipped in promo packaging.

SIERRA®

1-800-757-7707 • Visit us at http://www.sierra.com or on AOL and Compuserve

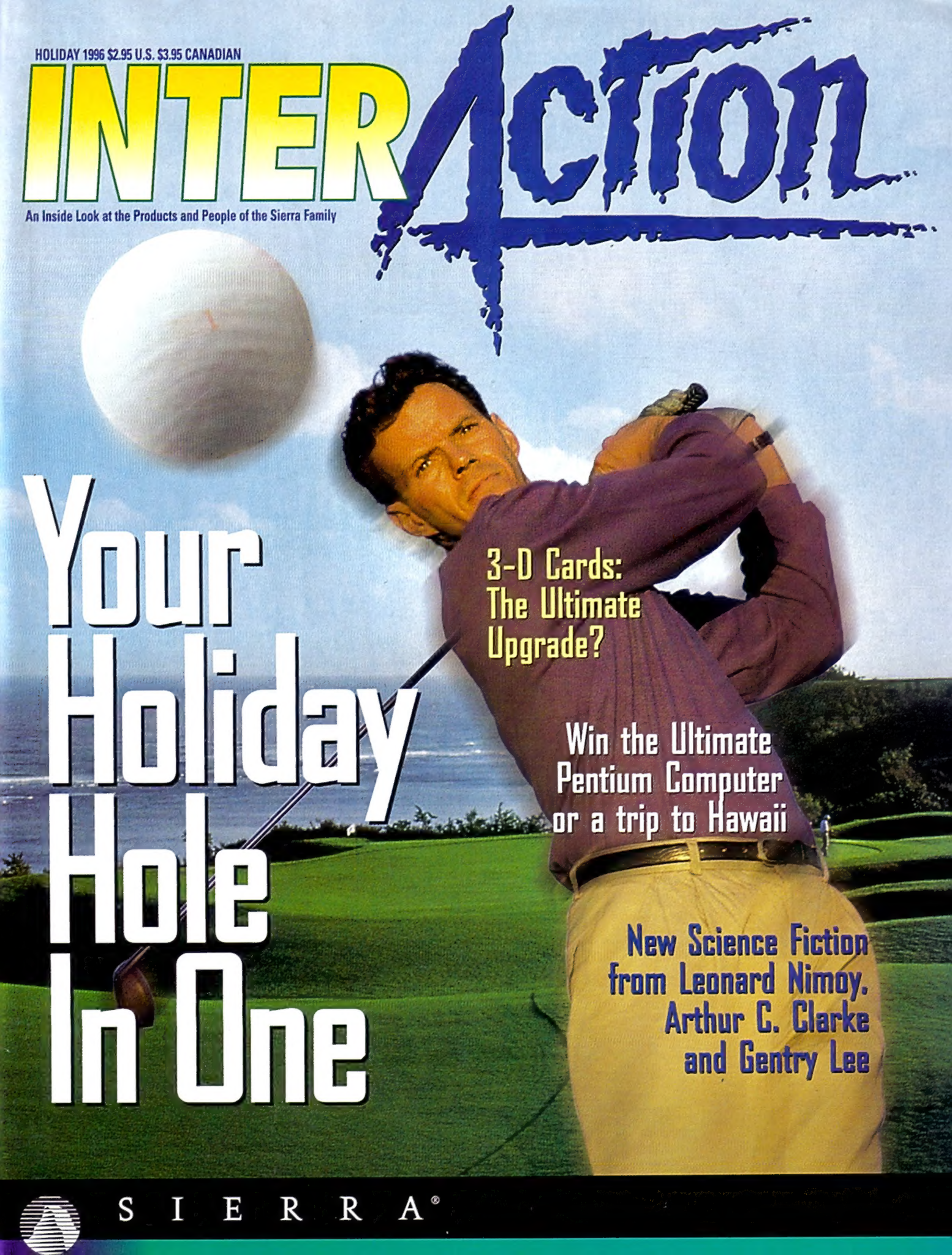
P.O. Box 53008 • Bellevue, WA 98015-3008

BULK RATE
US POSTAGE
PAID
SIERRA ON-LINE

HOLIDAY 1996 $2.95 U.S. $3.95 CANADIAN

INTERAction

An Inside Look at the Products and People of the Sierra Family



Your Holiday Hole In One

3-D Cards: The Ultimate Upgrade?

Win the Ultimate Pentium Computer or a trip to Hawaii

New Science Fiction from Leonard Nimoy, Arthur C. Clarke and Gentry Lee

SIERRA®

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!